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VOLUME 3 • ISSUE 8

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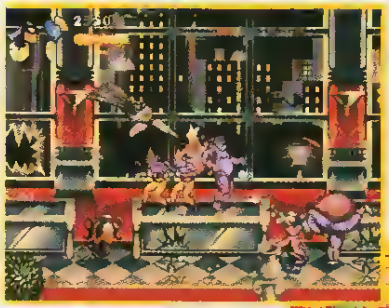
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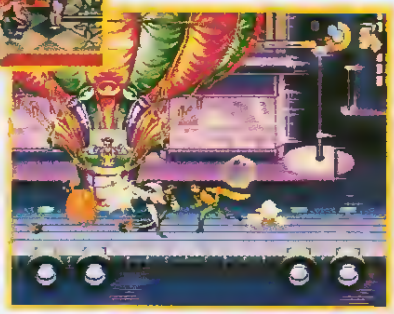
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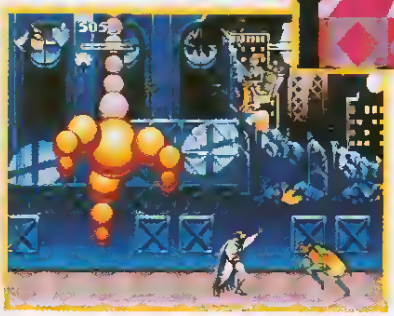
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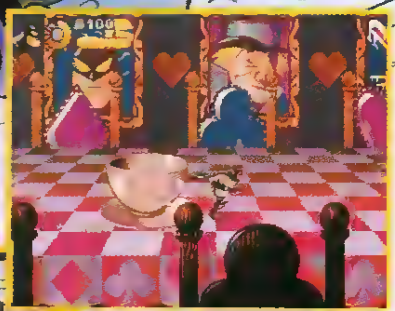
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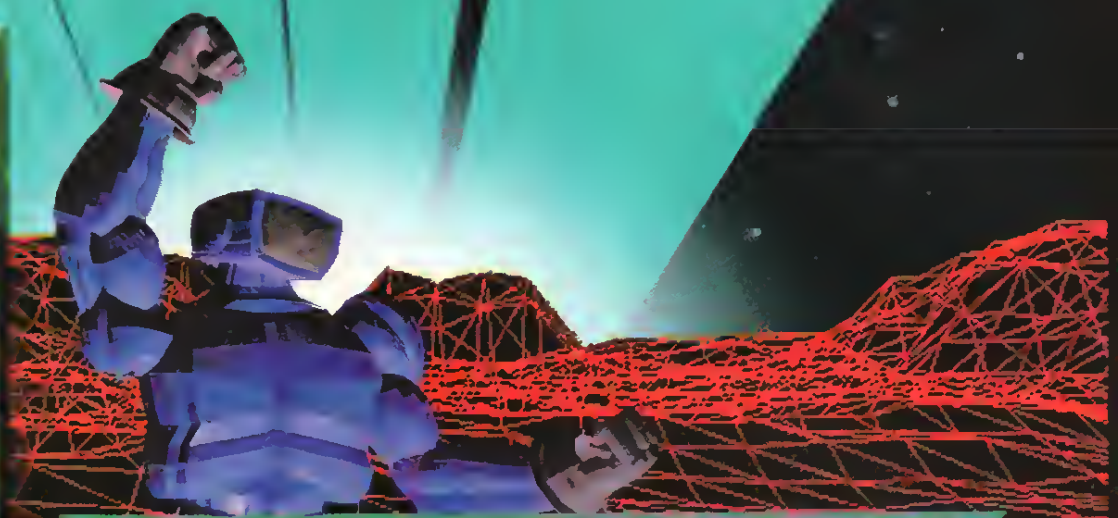
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Although this month's GF is packed with quality 16 and 32-bit titles, you will notice a slight change in our format. We have begun loading off the festivities with the 32 and 64-bit consoles. Where you once found GameFan-32, you will now find GF-16. As the tables begin to turn developers have shifted gears and so must we.

It's quite a coincidence that the very month we decide to make this change, we receive a handful of 16-bit titles that in the realm of gameplay, equal anything currently available on the new, next generation platforms. This month in Planet SNES you'll find Square's Chrono Trigger, and Nintendo's Killer Instinct, along with the amazing Yoshi's Island debut in GF Up to the Minute. In Sega Sector you'll find the innovative new Comix Zone. These four titles all break new ground and will provide even the most demanding gamer with a memorable experience. 16-bit's not over by a long shot, and we'll continue to support it vigorously in the future.

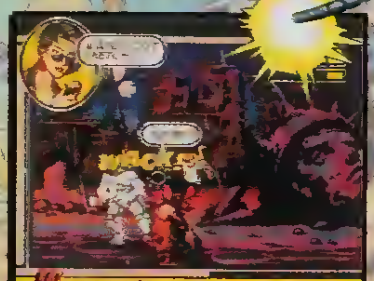
In the 32-bit arena, Sony and Nintendo have yet to throw their hats into the ring. For that matter, so does Panasonic. With the PlayStation due this September, the U64 next April, and the M2 somewhere in between, don't look for the dust to settle in this scrap for supremacy until late '96, after each new platform has had some time to show its true colors.

Once again it's back to business as usual. The dry spell is finally coming to a close as the new hardware draws near. There's tons of software on the way, everyone's out in the open, and we can once again settle in for the journey ahead. Lets hope 32 & 64 bit enjoy at least a five year run.

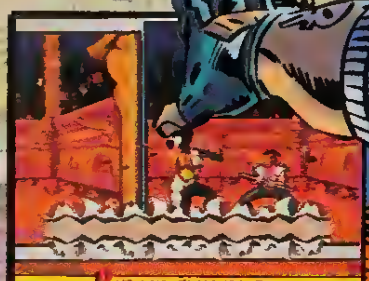
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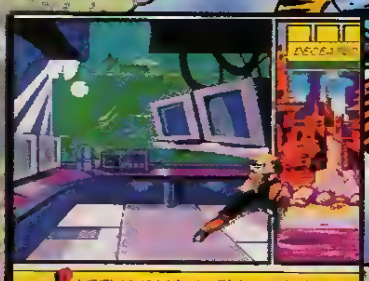
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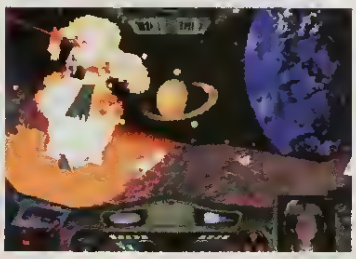
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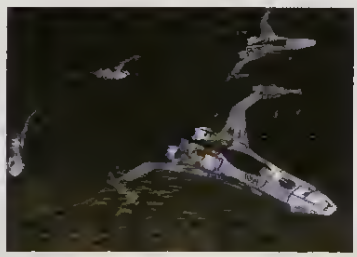
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Killer Comes Home On The SNES!
Get the lowdown on Killer's home system debut. The moves, combos, strategies, and much more!

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VIRTUA FIGHTER REMIX
8 Months after the Saturn's release in Japan a new texture mapped Virtua Fighter emerges. Will SOA pack it in or let it fly?

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BATTLE MONSTERS
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AIR COMBAT
PAGE 40



COVER STORY

In this months cover story, Nintendo/Rare does the seemingly impossible and wrestles an arcade giant into a 32-meg SNES GamePak.



GAMEFAN Original Art
By:
Terry Wollinger



MORTAL KOMBAT 3
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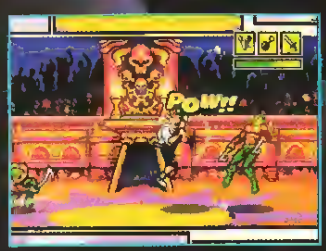
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GAMEFAN'S TOP TEN MOST WANTED

TOP TEN

1. Donkey Kong Country (SNES)
2. NBA Jam T.E. (SNES)
3. Final Fantasy III (SNES)
4. Mortal Kombat II (SNES)
5. Earthworm Jim (Genesis)
6. Gex (3DO)
7. Doom (Jaguar)
8. Super Street Fighter II Turbo (3DO)
9. Alien VS Predator (Jaguar)
10. Samurai Showdown II (Neo Geo)

MOST WANTED

1. Killer Instinct (Ultra 64)
2. Mortal Kombat III (SNES)
3. Virtua Fighter II (Saturn)
4. Daytona USA (Saturn)
5. Toshinden (PlayStation)
6. Street Fighter : The Movie (Saturn)
7. Chrono Trigger (SNES)
8. Starfox 2 (SNES)
9. Earthworm Jim II (SNES)
10. Cruis'n USA (Ultra 64)



First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR. **Second Prize:** Your choice of one of the Picks of the Month in Viewpoint. **Third Prize:** A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Michael Raaber Newtown PA
Second Prize: Ruben Vinalary McAllen, TX
Third Prize: Scott Thayer Branch, AR

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and announced in this page.

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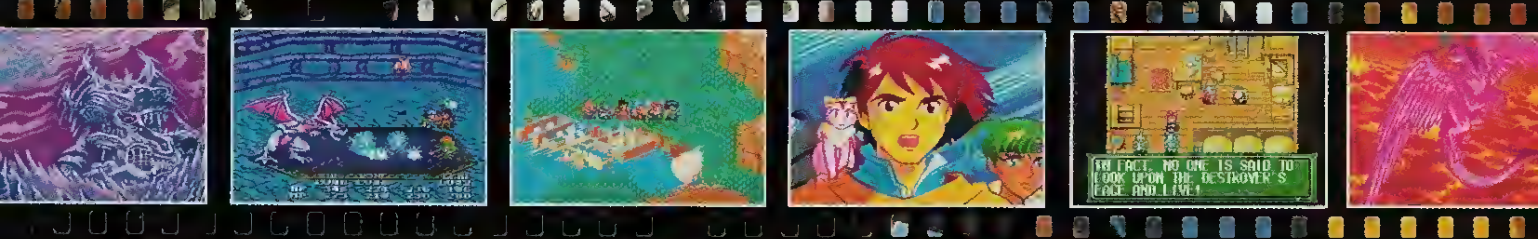
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VIEWPOINT

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

"I live for Japanese -programmed platformers (Treasure and Konami's especially), and Action/RPG's. I also like 3-D shooters- like Panzer and Keom, and a good racing game when they come along. What I don't like are FMV, puzzle and point & click games. Generally anything that says 'interactive' falls between the road and rubber of my Ninja".



SKID

"I gravitate towards Japanese RPGs, shooters and fighters. I can live without the following: Euro-art, the hateful carnage done to Japanese characters in the US, and Sega box art. I'm not too big on platformers and I hate FMV. I'm a touch critic - what you see here has most likely seen the editor's knife (Not the scores, just the talk)."



NICK ROX

"I'm a big fan of coin-op fighting games, RPG's, shooters, and action games. While on occasional racing or 'Doom'- style game will interest me, I try to stick to the traditional 2-D stuff. FMV, digitized characters and low-res 3-D textured polygons know its a good idea to stay away from it.LEE. Music is king".



K. LEE

ASTAL • SATURN • SEGA • ACTION/ADVENTURE • 1 PLAYER



SEE REVIEW PG. 20

For starters, Astal is a visual feast. These are easily the best visuals ever to grace a video game. The bosses induce random pausing for the big "HUH?", and the zooming effects are freakin' unbelievable. The story unfolds with brilliant animation, the music is heavenly, and the gameplay is unique and addicting. Where Astal stalls is in length alone. It's all over to fast. So just play it over and over! The SS is a supreme 2D machine!!

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	7
ORIGINALITY	8

95

The second-best Saturn game so far (behind Panzer) is Astal. While it certainly isn't the best-playing platform game ever made, it's without a doubt my favorite. I'd have to agree with E.Storm in saying that Astal has the best hand-drawn graphics ever seen in a video game... the visuals alone are worth the admission price. Unfortunately, Astal suffers from the 32-bit plague of obscenely short gameplay. Still, Astal is one of the five most enjoyable 32-bit games yet.

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	7
ORIGINALITY	8

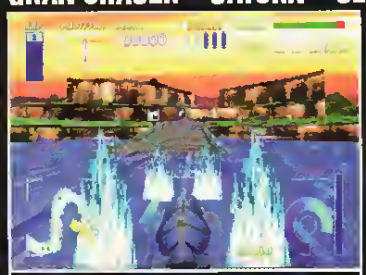
94

In the graphics department, this game has no peers, home or arcade. One look at the artwork in Astal, and I began wondering if I was worthy of this game. The character animation redefines smoothness, the music is amazing and the special FX are so awe-inspiring. If that weren't enough, Astal also has great play mechanics and perfect control to boot. Although it's a little too short of a game. Astal is still very satisfying. A legend is born.

GRAPHICS	10
MUSIC	10
CONTROL	9
PLAY MECH	9
ORIGINALITY	8

97

GRAN CHASER • SATURN • SEGA • RACING/COMBAT • 1-2 PLAYER



SEE REVIEW PG. 25

Although GC is fairly easy to beat in story mode, I don't feel it hurt the game. This ultra-slick Syd Mead sci-fi racing bliss-fest is just a kick in the peep-chute to play, alone or vs. a friend. The graphics are beyond Daytona (the Saturn Daytona) and some of the locales must be seen to be believed. Race through fire, water, wind, you name it, in beautiful surreal worlds. Duck into tunnels, and loft off sheer drops... floating! Controlling hovercrafts is just too groovy.

GRAPHICS	9
MUSIC	7
CONTROL	9
PLAY MECH	7
ORIGINALITY	9

85

I both love and hate Gran Chaser, the illustrious Nextech's first Saturn title. What I love is the theme, the graphics, the racing locales and the combat elements of the game. What I dislike is the extremely floaty control (which is actually a feature of the game design, not a flaw... I just don't like it) and less-than-astounding 3-D. Sure, it's good, but I know the Saturn and Nextech are capable of more. Gran Chaser's real strength lies in its extremely original design and the two-player split screen mode, a feature which ALL 32-bit racing games thus far have been curiously missing.

GRAPHICS	8
MUSIC	7
CONTROL	7
PLAY MECH	8
ORIGINALITY	8

83

I'm gonna have to start calling Sega's Saturn the "unique game" system pretty soon, because Gran Chaser is yet another imaginative title. While the music in GC is not very memorable and I do wish this game had more tracks, I can't think of any other major faults to this game. The unique speedboat-like feel and response of your racer is fab, as are the 3D textured graphics in each level. Gran Chaser rewards the player that has quick reflexes and strategic thinking. A winner.

GRAPHICS	8
MUSIC	6
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

88

BATTLE MONSTERS • SATURN • NAXAT • FIGHTING • 1-2 PLAYER



SEE REVIEW PG. 28

You can have your two-in-one double-hit sideways, behind the back super-scrolls. This game is for me! Massive, ultra-zooming, multi-platform playfields in the darkest recesses of the underworld and big scaling blood lusting monsters just gives me a woody! Battle monsters is my favorite fighter. The music and sound effects send chills down your spine. BM features 12 cool monsters with up to a dozen moves each and graphics to die for. I could play this game all day.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	10

95

Skid loves Battle Monsters for its graphics, theme and uniqueness, which I agree are all valid. This is a really cool fighter in those respects. However, if you're looking for that SF2-ish balance and precision you may be somewhat disappointed. Battle Monsters plays like Battle Monsters. Your basically unleashing two beasts on a huge playfield. Maybe the messes will approve... maybe not. A US release would be a good way to find out.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	9

80

First, the good. Multiple-level playfields, multi-hit mid-air juggles, super fast scaling, major blood spewage, great PCM music, outrageous characters, and wild, all the wall special moves. Now the bad. A limited amount of depth, grainy (when zoomed way out) digitized graphics, unbalanced characters and a lack of overall polish. While Battle Monsters does more things right than wrong and the game is unique, it still doesn't have that magic "feel" of a great fighting game.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	9

80

PARODIUS • SATURN • KONAMI • SHOOTER • 1-2 PLAYER



SEE REVIEW PG. 34

Now here's a game I can live without. Admittedly it's programmed masterfully and does have a place in many a shooters heart, but for me this game just screams ga-ga-goo-goo. It's as cute as a new born baby and I just can't hang. The big mermaid with the bouncing hejonges was cool, but little else caught my interest. I love shooters, but not this one.

GRAPHICS	7
MUSIC	8
CONTROL	9
PLAY MECH	7
ORIGINALITY	7

70

Parodius is POWER. Not only is the series chuck-full-o' legitimate shooting force but non-stop hilarity and humor abound... In what other game can you play as a little dude riding a paper airplane using a contraceptive device as a shield? Technically, the Saturn Parodius is a slight cut above the PlayStation version in that it doesn't have to load the boss data. If you have both systems, get the Saturn version. But the difference is extremely minimal. All in all, Gokujo Parodius Da!! is an arcade-perfect translation of two of the coolest and most unique games in shooting history.

GRAPHICS	8
MUSIC	9
CONTROL	8
PLAY MECH	7
ORIGINALITY	10

90

All biases aside, Parodius is a great shooter. With bright pastel candy-land graphics, a huge array of ships, plenty of powerups, wacky music, freaky bosses and non-stop hilarity, how could you not love this game. Unless wacky, off-the-wall games aren't your thing, there really isn't anything bad about Parodius. The bosses are very cool, there's very little slowdown and the control is pinpoint perfect. Konami does it again.

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

90

POWER DRIVE RALLY • JAGUAR • TIME WARNER • 16 MEG • RACING • 1 PLAYER

SKID

What you're looking at here is one of the first Jaguar games I've ever played. So it's not a technological masterpiece, but hey, it's fun as heck to play! The graphics might as well be mail, and the control is dead-on. PDR is long, has variable weather and surface conditions, and never gets boring. I'll admit I'm a sucker for top-view drivers but this game really deserves the praise. All 2 Jag owners should check this one out!

GRAPHICS	9
MUSIC	5
CONTROL	9
PLAY MECH	7
ORIGINALITY	8
85	

NICK ROX

Power Drive Rally, in all of its simplicity, may be one of the best Jaguar carts yet. While it doesn't break any new ground, it has two things going for it, big time; great gameplay and sharp, clear, realistic graphics. One word of warning, turn Mr. Brit the co-pilot completely off! Gladly the option exists. While your at it kill the music too. The little Mini-Cooper burps along fine on its own.

GRAPHICS	9
MUSIC	5
CONTROL	9
PLAY MECH	7
ORIGINALITY	8
80	

K. LEE

Power Drive Rally is one of the best Jag games I've ever seen. Loosely based on the arcade Power Rally, PDR has the visual allure and the attention to graphic detail of the coin-op game. An additional bonus is this game's replay value. With the built in power-oversteer car dynamics and the pin-point control that makes it all possible, PDR captures all the addictiveness and all the fun you could ever want in a driving game. Better music would've been a nice extra, but that doesn't take much away from this great title.

GRAPHICS	9
MUSIC	7
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
88	



SEE REVIEW PG. 58

KILLER INSTINCT • SNES • NINTENDO • 32 MEG • FIGHTING • 1-2 PLAYER

After experiencing KI in the arcade I never thought the SNES would even come close. Heck, I didn't think they'd even attempt it! I can't tell you how shocked I am at this games playability. KI SNES plays as good as the coin-op! The graphics are noticeably lower resolution and some of the goodies are absent, compared but overall, for the money, KI SNES is a miracle!

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
95	

I do NOT like the Killer Instinct arcade game. It's 799-hit combos and ultra-artificial look am just not things I can laugh with. As an arcade translation, however, the SNES KI is as close to the original as can possibly be achieved on 16-bit. The gameplay is intact but the graphics have suffered tremendously. While still beautiful I guess) they lack the insane scaling and line-scrolling backgrounds of the arcade, but that's to be expected. If you like the arcade game, you'll have to have this... 'cause it's the only version that's available.

GRAPHICS	8
MUSIC	9
CONTROL	8
PLAY MECH	7
ORIGINALITY	8
90	

Nintendo and Rare once again brings us a game that should be impossible to do on the SNES. Nintendo's 3.58Mhz slowdown machine that could, does a fine job of bringing the 64-bit arcade experience home. KI on the SNES has amazing rendered graphics, awesome music and sound FX, all its big (with-er's tricks and fatalities, and of course, all the combos that made the coin-op game so famous (or infamous, depending on who you speak to). If Nintendo can do this on 16-bit, imagine what the Ultra's gonna be like. Oy vay!

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
96	



SEE REVIEW PG. 60

EARTHBOUND • SNES • NINTENDO • 24 MEG • RPG • 1 PLAYER

At first glance I said to myself, no way! These graphics are just so truly. Then, (after much coaxing) I finally sat down with Earthbound for awhile. I must say, this game has a great story-line, lots of humor, and is highly addicting. While I still maintain it will appeal most to younger players, I recommend Earthbound to anyone who enjoys an RPG for content over visual stimulation. I'm set on going all the way through EB, and given the cute graphics, that really says a lot for this game.

GRAPHICS	7
MUSIC	8
CONTROL	NA
PLAY MECH	8
ORIGINALITY	10
85	

EarthBound is the most hilarious video game ever released in English. Don't let the cutesy, kiddy-looking graphics fool you... this game is full of sophisticated humor... really! The art is plain, but this was the choice of the game's developers... they were going for nostalgia. I really can't describe the hilarity, originality and plain joy of EB with 70 or so words of text, but rest assured, the purchase of EarthBound will leave you most satisfied.

GRAPHICS	6
MUSIC	8
CONTROL	NA
PLAY MECH	8
ORIGINALITY	10
90	

This game justifies the old adage "Don't judge a book by its cover" At a glance, Earthbound seems like an RPG for children with its dinky Playschool-like graphics and youthful main hero. In reality, this game has one of the most coherent, sophisticated and funny storylines of any RPG. EB is downright hilarious. What's even better is the further that you venture into this game, the more you get addicted to it. Earthbound is one of the most enjoyable games I've come in contact with in a while, cheesy graphics and all. A must buy for all die-hard RPG fans.

GRAPHICS	7
MUSIC	8
CONTROL	NA
PLAY MECH	9
ORIGINALITY	10
92	



SEE REVIEW PG. 70

COMIX ZONE • GENESIS • SEGA • 16 MEG • ACTION/ADV. • 1 PLAYER

Talk about originality! Wow, I never thought this idea would translate so well in to the game environment. Comix Zone is one great Genesis game. The art is excellent, the animation silky smooth, and the gameplay is totally fresh and new. The music shocked me too, nice job! I think a Saturn sequel is an absolute must in Comix Zone's case. Sega must not let this killer new genre die. 16-bit gamers will be lovin' life with this one!

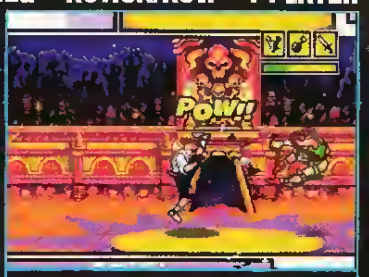
GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
95	

No way! American power. It's a rare US game that has this much force... in fact, only Earthworm Jim has entered this echelon of gaming joy. CZ is an uncommonly original game that plays like a fighting/action game hybrid. The character is huge, animated to perfection and has fighter-style moves but he's in an action game environment... very cool! Couple this joy with non-linear play, amazing effects and an extremely long quest and you have one of the best (and last) Genesis games ever.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	10
90	

Comic Zone has some of the most unique ideas I've ever seen in a home video game. Between the neo liner gameplay, fantastic animation, cool music, and the "Why didn't anyone think of this before?" game presentation, Comic Zone is first class through and through. As is often the case with games of this quality, CZ is a bit too short for my liking. Then again, who would want a game this good to ever end. Absolutely brilliant.

GRAPHICS	10
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
96	



SEE REVIEW PG. 78

WORLD HEROES PERFECT • NEO GEO • SNK • 266 MEG • FIGHTING • 1-2 PLAYER

World Heroes Perfect proves once again that the Neo-Geo is still a supreme fighting machine. ADK has taken each of their unique characters to the extreme with supers, and new animations galore. The backgrounds are lush and colorful and the music kicks in traditional Geo form. I still prefer conventional side-view fighters over polygon puppets and WHP is a great one. A must have game when the Neo-CD hits this Fall.

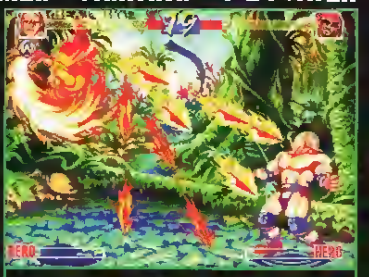
GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
90	

I've always liked the World Heroes games. While it certainly isn't the best fighting game series ever, WH has a certain charm that I've always enjoyed. WH Jet was slightly disappointing because of its lack of new characters and speed, which is true of Perfect as well. This title makes up for it with guard drops, reversals, full 4-button gameplay and two extremely cool new bosses as well as many new moves and regular attacks. While not a marked improvement over WH Jet or even WH2, Perfect is a cause for much joy among Heroes fans.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	6
86	

Here's yet another fighting game I expected a lot more from. While there's no doubt that WHP has more moves, more technique, more challenge and better visuals than the first 3 World Heroes, this game (like Fatal Fury 3) just isn't a big enough jump over its predecessors as it should have been. I may sound a bit picky, but with VF and Tekken out now (and VF2, Tekken 2, KI, MK3, Oathstalkers and SF Alpha just around the corner) the home console fighting game stakes have been raised. I now expect more.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	8
ORIGINALITY	6
80	



SEE REVIEW PG. 94

A RUSH FELT BY ONLY A HANDFUL OF NASCAR DRIVERS AND THE OCCASIONAL PARKING VALET.









Imagine driving the wrong way in rush hour traffic, before catching enough air to make a seagull blush. Is it the L.A. freeways? No, it's the Sony®

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PlayStation™. Introducing Namco's® Ridge Racer.® Gut-wrenching first-person views, five different courses and 200+ m.p.h. lap speeds. Only the PlayStation provides racing so realistic you'll need to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.

PlayStation

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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper...

DAYTONA USA (Saturn)

DOUBLE UMA POWER!:
Beat the game and enter the Endurance mode. Now you can play as Daytona UMA 2! (In Japanese, "UMA" means horse.)

NO TIRES IN THE DEMO:
Begin a game and enter the pit. Before the new tires are on and while the old tires are off, press A, B, C, and Start to reset the game. Now let the demo run.

CAR SELECT:
At the title screen hold down/right on the control pad along with L, R, C, Y. Once you have all the buttons held down, press Start.





LOOK MA', NO TIRES!





CLOCKWORK KNIGHT (Saturn)

999 MEN
At the title screen, press - UP nine times, RIGHT nine times, DOWN six times, LEFT seven times and Z,X,Y,Y,Y,Z. You'll start the game with 999 lives in reserve. (and have sore fingers)
NATHAN HICKS
FORTSCOTT, KANSAS





DEADALUS (Saturn)

REFILL COMMANDS:
Press and hold L and R on controller #1. Now on controller #2 press: A for shield, B for generator, C for bullets, X for weapon power up, Y to get the level item, Z to load the map and Start to skip the level.



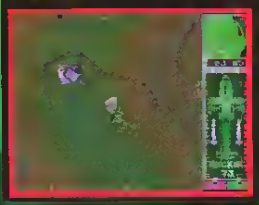
RED ZONE (Genesis)

SECRET ASTEROIDS GAME:
At the title screen, highlight "Password". Now enter C,C,A,C,A,A,C,A,C,A,C then press start.
DEVIN SKILLMAN
LEHIGH ACRES, FLORIDA



RED ZONE (Genesis)

INVINCIBILITY CODE:
Go to the password screen. Enter the following code.
BAA BAA CBC AA
JOE ELGINDY
ELGIN, ILL



PANZER DRAGOON (Saturn)

Enter the following codes at the "Normal Game, Options" screen.
INVINCIBILITY: L, L, R, R, Up, Down, Left, Right.
EPISODE SELECT: Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z.
UNLIMITED CONTINUES: Up, X, Right, Y, Down, Z, Left, Y, Up, X.
EPISODE 0: Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R.
POLYGON SEGA BABE: If you beat the game without dying, the Sega logo will turn into a Poly- babe .



IRON SOLDIER (Jaguar)

Unlimited Ammo:
At options screen: 2,7,2,8,3,7 (border flash)
Single Frame Advance:
During gameplay: pause,1 or 3 to advance one frame at a time.
Extra Fast Rotation:
During gameplay: A+C while turning
Repair During low energy warning:
Hit yourself with a cruise missile.
NICK FALDO
EUGENE, OR



LOONEY TUNES BASKETBALL (SNES)

You must enter these codes in the code hunt, then in the game if you want to use them:
INVISIBILITY - MENU, MENU, MENU, TURBO
EARTHQUAKE - UP,UP,UP,TURBO
"HERE BOY" (gives dog ball) - RIGHT, DOWN, LEFT,TURBO
TRANSFORM INTO BUGS BUNNY - MENU, TURBO,MENU,TURBO
TRANSFORM INTO WILE E. COYOTE - MENU, TURBO, TURBO, MENU
TRUST ME - PASS, MENU, PASS, MENU, PASS, MENU, TURBO
GIMMIE THE BALL - TURBO, PASS, TURBO, MENU
X-RAY VISION - LEFT, LEFT, MENU
TRANSFORM TO SLYVESTER - TURBO, TURBO, TURBO, MENU
SUPER BOOST - TURBO, TURBO, PASS, MENU
SHORT FUSE BOMB - DOWN, DOWN, DOWN, MENU
ROBOTRON - MENU, MENU, PASS, PASS, TURBO
NIC WEBER CINCINNATI, OH



VR STALKER (3DO)

FLY ALL PLANES
Enter the passcode from the options list. Now enter the first 3 letters corresponding to the level you want and then add this special code on the end. LQG-77K (Example) to get to the Arkansas stage with all of the ships enter: CCT-LQG-77K
Here are the codes: UTAH-M79, ARIZONA-5KK, TEXAS-M57 GULF OF MEXICO-1AD, COLORADO-I58, NEVADA-5UI, TENNESSEE-1QO, ARKANSAS-CCT, VIRGINIA-CC7, INDIANA-EW3, CALIFORNIA-ES0, PACIFIC OCEAN-EAT, FLORIDA KEYS-CUD, WASHINGTON D.C.-SAH
GARNETT RAINEY
ROSSVILLE, GEORGIA

TRUE LIES (Genesis)

Enter these codes at the password screen.
INFINITE LIVES
DGLVS
FULL AMMO AND WEAPONS
DGWPNS
INFINITE ENERGY
DGGRLY
JASON ASHOY
BLEAHEIM, ONTARIO, CANADA



HOVER STRIKE CODES (Jaguar)

All these codes will work on the select level and mission screen. If the code works, you will hear a funny noise.
LEVEL SKIP - Press 2+4+6+7+8+9+# simultaneously
EXTRA LIVES (up to 9) - Press 3+6+9+# simultaneously
INVINCIBLE - Press 3+4+6+7+DOWN simultaneously
TURN GLIDE FAST OR SLOW/LEFT OR RIGHT - Press 4 or 6
NIGHT MISSIONS - At anytime during gameplay press 0+1+3+C+7 simultaneously.
CHRISTOPHER MORIN CHICOPEE, MA

First Prize! The winner will receive a free game console of his or her choice. That's ANY game console - 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo•Geo.

Second Prize! Second prize will win a free GameFan T-Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize! Third prize will win a Game Fan T-Shirt and a one year subscription to GameFan.

The Super Hocus Pocus Giveaway - Send in your codes... good, bad, or ugly. We'll choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before. (Current subscribers will receive a one year extension.)

1st Prize: Devin Skillman
Lehigh Acres, FL
2nd Prize: Jason Ashby
Bleaheim, Ont., Canada
3rd Prize: Nic Weber
Cincinatti, OH

SEND YOUR CARDS AND LETTERS TO:
Hocus Pocus
5137 Clareton Dr. Suite 210
Agoura Hills Ca. 91301



BY E. STORM

BLACK FIRE



SATURN SECTOR

So, how's that Sega Saturn holding up? Happy so far? Well, now that you've played through BUG, Panzer, and Clockwork Knight, it's time to get busy once again. Our first preview game is Black Fire. Judging purely from the video tape provided for these fine fuzzy images, this looks like a top notch airborne combat sim. Of course t'll have to PLAY Black Fire to give you an accurate appraisal, but t think it's safe to say that this game will provide all you 32-bit pilots out there hours and hours of smooth texture-mapped joy! t'll be looking forward to bringing you a hands-on review! So stay tuned.

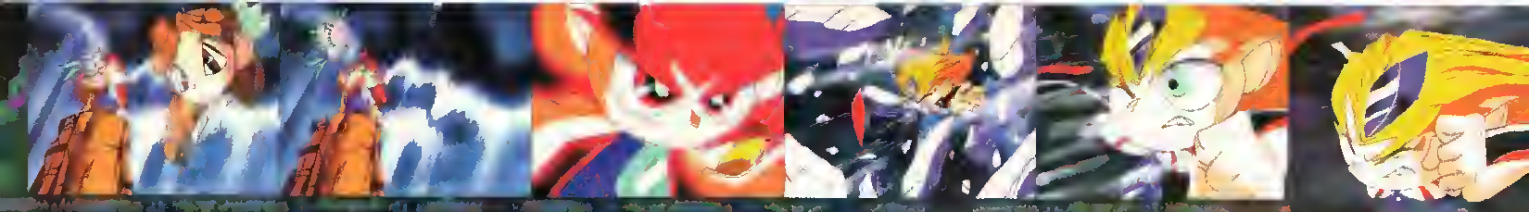




The team that brought us BUG is back... YES! It their next offering, The Ghen-War, is anything like their first, we're in for one heckuva' 3D ride! Again, these images we're captured off video so GameFan splendor is not represented, but this looks like one incredible game! Not only does it feature a great looking FMV story, but 3D gameplay both indoors and out. You can even climb up and over pecks! So strap on a space suit and get ready, 'cause this one is coming soon, (like around September). We'll have an update on The Ghen War next month!




ASTAL
SEGA SATURN
SEGA
ACTION-
ADVENTURE
1 PLAYER
AVAILABLE
AUGUST













After Nick Rox' rousing Astal preview in last month's GF there is little more to say. I can only reiterate his comments. Astal in my opinion is not "genre redefining" but it is without a doubt the single most beautiful game I have ever laid eyes on. The game takes place in a lively fantasy world inhabited by living crystals and vegetation, and some truly unique monsters. The landscape must be seen to be believed-these artists should be given a medal.

The gameplay isn't reminiscent of anything I have ever played, which I find amazing given the familiar 2-D side-scrolling environment. Astal attacks in unique new ways and is so animated during attacks he often appears as little more than a motion blur-the animation is fantastic! The levels and boss areas in Astal scale to a degree never before seen, and the amount of parallax is mind numbing. The soundtrack is also fantastic.

Literally everything about Astal is utter perfection, except for the games length and difficulty. It isn't overly easy, but you'll most likely conquer Astal the day you buy it. The replay value on the other hand is so staggeringly high that you'll find yourself playing it over and over, never growing weary of its spectacle.

This is a must own game and one that is so deserving of a sequel I can't even imagine SOJ leaving it here. So, there you have it-Astal is wondrous.

I cannot believe the level of quality being displayed in first generation Saturn games. The future is looking as bright as the California sun... on a clear day. -E. Storm

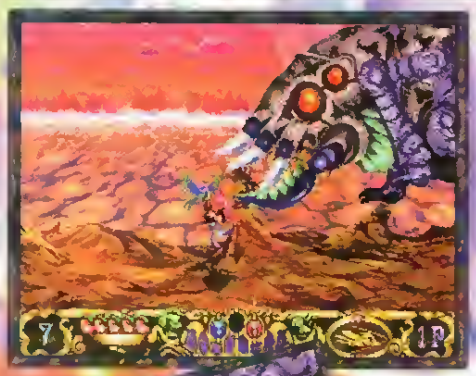






Astal saved the bird from certain doom in level one, and now it becomes her turn to save Astal as evil overtakes him and he becomes the enemy.





















RUN! AND TIME THOSE JUMPS!











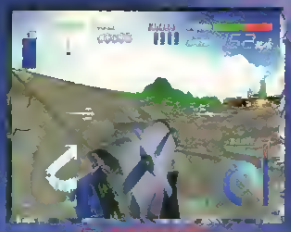


THIS FIGHT IN THE SKY IS BREATHTAKING... TOUGH TOO!

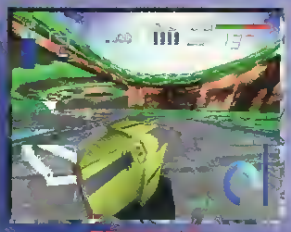




Astalla's amazing finale is a true test of skill. He hurls forth trees for you to pluck and throw... and has four attack patterns!



ALCMAEON



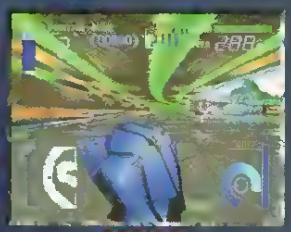
GEMENON



ORION



VALDASIA



TERRA

GRAN CHASER

NEXTECH/SOJ
RACE/BATTLE
1-2 PLAYER(S)
AVAIL. NOW
JPN. / SEPT. U.S.

GAMEFAN REVIEW

GAME DESIGN BY SYD MEAD



EVEN IN THE SPLIT SCREEN 2-PLAYER MODE, GC SUFFERS NO LOSS OF GAME-PLAY



HERE, STORM AND JOE D: ENJOY A FIERCE BATTLE AROUND TERRA





TERRA











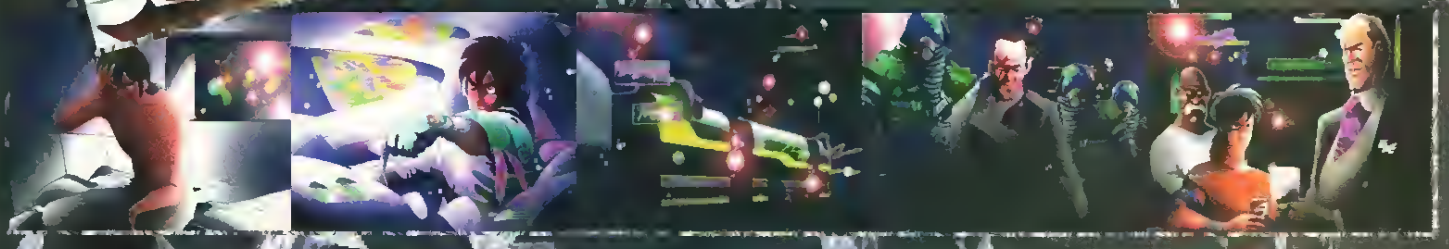


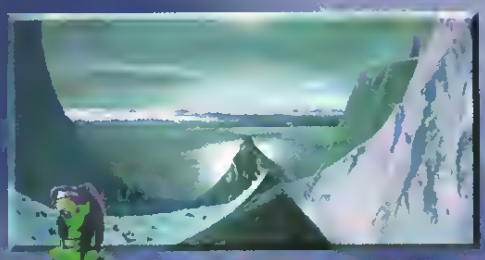
One thing has already been established with the advent of 32-bit technology-3-D gaming is here to stay. The trick is now finding new ways to present it, and Syd-Mead (responsible for the look of the sci-fi flick of power, Blade Runner, and Terraforming on the old Turbo CD) has done a remarkable job with Gran-Chaser.

In GC you maneuver sleds through some of the most fantastic sci-fi locales ever created in a video game. The courses aren't merely crafted of twists and turns, but jumps, short-cuts, and varying terrain as well.

Sled choices range from the heavy and well-handling, to the light and responsive, to the well balanced. Each is from a corresponding alien world. You can race in story mode against rival aliens, complete with a mechanic and the ability to earn components such as shields and weapons, or, choose time-trial or vs. CPU, and pilot any sled in any locale. You can pick up and fire missiles as you make your way around each track but with their long range, hitting your target takes precise timing. The way to win is by staying on course, off the walls, and utilizing the fastest line, much like real racing.

What I find most enjoyable about GC is the amazing gameplay. If you've ever driven a speed boat get





GLACIES











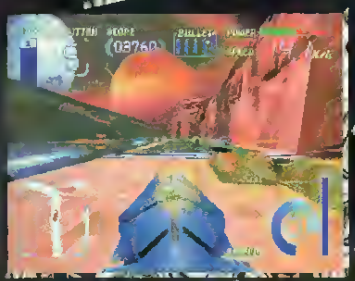






VASTITAS









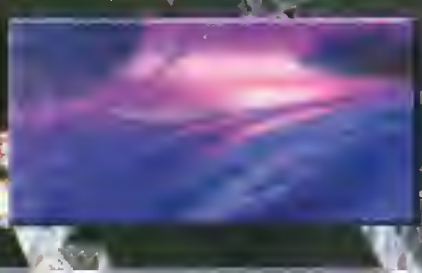




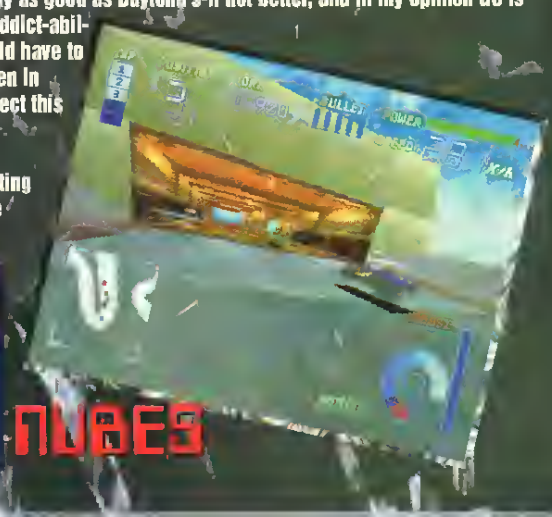
ready for a similar experience right down to the drifting maneuverability and center axis steering. GC has a feel all its own and once you become accustomed to it you are instantly hooked. I must have played each course fifty times by now, just having a blast vs. the CPU, which I smoke embarrassingly. GC needs to be a little tougher.

The frame rate and 3-D visuals in GC are easily as good as Daytona's-if not better, and in my opinion GC is even more re-playable due to its diversity and addict-ability. If there is a drawback to Gran Chaser it would have to be the games difficulty-it's easily conquered even in advanced mode. Chances are that SDA will correct this problem and we'll have one spiffy racer this September when GC is launched here as 'Cyber Speedway'. A sequel to GC using the new operating system utilized in Virtua Cop would be welcome indeed. -E. Storm

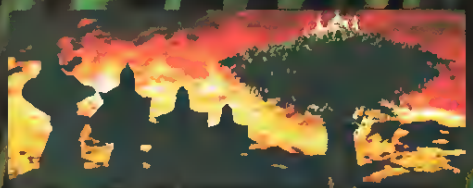




NUBES




EVOFLAMMAS
ARAMASATELLES



BATTLE MONSTERS

SEGA SATURN

NAXAT/SOJ • FIGHTING • 1-2 PLAYER(S) • AVAILABLE NOW JAPAN/U.S. -?

THE KING OF DARKNESS HOLDS A TOURNAMENT EVERY 1000 YEARS. HE INVITES THE MIGHTIEST WARRIOR FROM EACH OF THE 12 TRIBES OF THE ILLUSIONARY WORLD TO COMPETE. THIS WILL BE THE FINAL BATTLE. THE VICTOR WILL BECOME THE NEW KING OF DARKNESS.



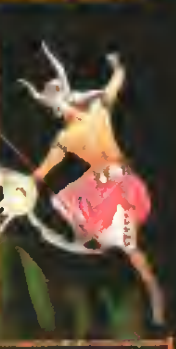






















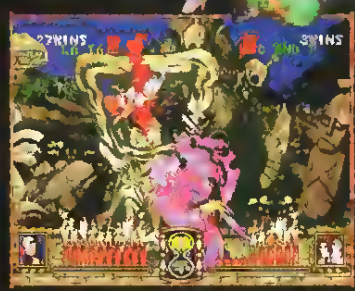

















Entry No. 05
Name SHION
Tribe SAMURAI
Age 20
Height 5Ft. 7in.
Weight 202lb.
Attribute NEUTRAL
斬
KO TIME VS 85
Entry No. 52
Name DEATHMASK
Tribe GOLEM
Age ?
Height 7Ft. 8in.
Weight 436lb
Attribute NEUTRAL
Entry No. 2
Name KOZA
Tribe DARKSIDE
Age 5000
Height 6Ft 6in.
Weight 287lb.
Attribute EVIL


Height 5ft. 3in.
Weight 121lb.
Attribute EVIL
Height 5ft.
Weight 121lb.
Attribute NEUTRAL
SHIGN
PRESS

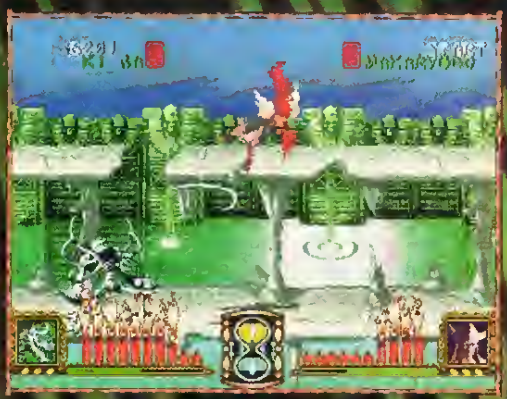


KAFKA EULOGIZES HIS VICTORY–"I AM THE NEW KING OF DARKNESS!"















THE DARK LORD MORPHS FOUR TIMES! BATTLE AGAINST WATER, FIRE, INVISIBILITY, AND STONE!

I guess by now you've guessed that I am quite the fan of Naxat's Battle Monsters-a game that SOA passed on and for the time being remains exclusive to the Japanese Saturn. That is, until either a wise 3rd party snatches it up or you get yourself a converter.

I'm not real big on fighters overall (besides this game, Treasures Yu-Yu-Hakusho remains my favorite-also passed on by SOA) so six pages is taking it to the extreme for an E. Storm layout.

What I am into is monsters. Heck, I was weaned on 'em. Godzilla, Dracula, Frankenstein, you name it and it was a part of my childhood. The other aspect I like about Battle Monsters is the environment in which you play. Each area is massive and consists of multiple planes to play on. They also zoom to a point of disbelief, way in and way out. This gives the game a ton of diversity and enough visual stimuli for even the most demanding 32-bit gamer.

Each character has at least ten moves, including low, high, and mid range attacks, so no matter where your opponent is you can reach him with some heinous monster maneuver. The animation is fluid and the control... perfect.

The detail in BM is astounding for a digitized fighter. Little is lost even when zoomed out completely, and when up close, it is nearly real-life. The art is nothing short of impeccable and the PCM sound effects and music are tailored perfectly to the action, lending an eerie feel that makes the experience all the more monstrous.

Battles can be dragged out forever by maneuvering around each level or shortened by attacking fiercely at close range. Either way the game is simply a joy to watch and play. Besides standard attacks each character has a Mana gauge which when filled allows you to perform a high powered super attack that melts candles (your health is represented by burning candles-too cool) like a flame thrower.

Of course the extreme fighting enthusiast may balk because "you can't do two in ones dude". But, if you're looking for graphics, theme, fun, and diversity you can't go wrong. This game has twice as many characters and backgrounds as its competition and excels at both the one and two player level. If you're growing tired of polygon puppets and Street Fighter 2000 give it a try. You won't be disappointed. -E. Storm





極上パロディウスだ! DELUXE PACK

GOKUJO PARODIUS DA! DELUXE PACK

GAMEFAN REVIEW

KONAMI
SHOOTING
1-2 PLAYER(S)
AVAILABLE TBA



Welcome to the wonderful world of Parodius, where a condom can be a shield, rocket ships have boxing gloves and Konami's wackiness knows no limits. For those of you who don't know or may not have already guessed it, Parodius is a one or two player simultaneous parody of Konami's own family of horizontal shooters-LiteForce, Xexex, and (primarily) Gradius-hence the name Parodius.

Parodius on the Saturn(or Gokujo Parodius Da!! Deluxe Pack, as it is formally titled) is the same game that was released on the PlayStation late last year. Like the PS game, Parodius features two games. Game one is Gokujo Parodius, which first appeared in Japanese arcades in 1993 and Game two is Parodius Da!! which debuted on the Famicom, Super Famicom, PC Engine and in Japanese arcades years ago. As with Gradius, you start out with a slow, un-powered-up ship (or penguin or octopus or whatever) and collect power-ups by destroying red or pink colored enemies. You can then select whatever power-up is highlighted at the bottom of the screen, or you can have it chosen for you depending on what power-up mode you select at the option screen. I am a huge fan of Konami shooters (and Konami games in general) therefore I'm somewhat biased but this game, for me, was non-stop hilarity.

A source of humor can be anything from a small detail like dropping little parachute clad blue men-like bombs from your ship who then run along the ground and pant from exhaustion, to a shield that bears a striking resemblance to a clear blue prophylactic.

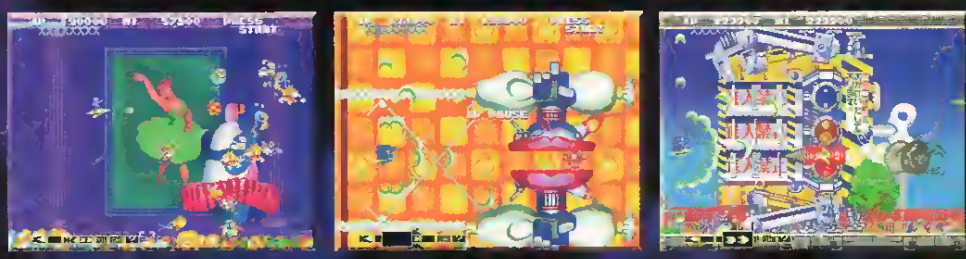


Then, of course, we have the music. As expected, the tunes are of obvious high quality but they too, adhere to the overall fruity, tongue-in-cheek theme. Parodius features legendary classical and jazzy big band songs with, of course, humorous overtones.



Visually, the Saturn delivers Parodius in perfect arcade style: no sprite, scroll, SFX, or pixel is different from the arcade game, period. The graphics have a pastel candy land look to them and (unlike the Sony version) almost never slow down, no matter how immense the sprite(s). The PlayStation Parodius paused a second or two as it loaded the music and graphics to a new level or boss. In the Saturn version, there is no pause, there are no seams and there ain't no doubt to the 2D superiority this Sega 32-bitter has over its Sony rival. What both versions have in common is the classy game presentation, perfect execution and play balance that has long been a Konami trademark. As you can tell, I really like this game. The reason for my enthusiasm is that Konami is considering releasing this game for the American Saturn. This would bode well not only for me, but for shooter-maniacs all over the country. Keep your fingers crossed, shooters may well be making a long overdue comeback. -K. Lee

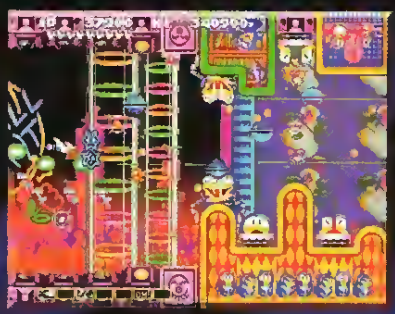


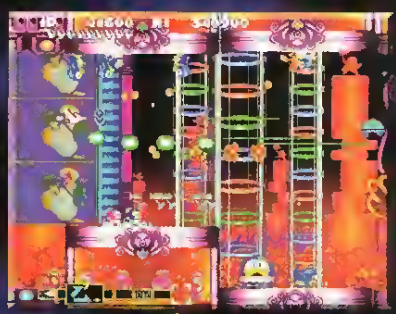
















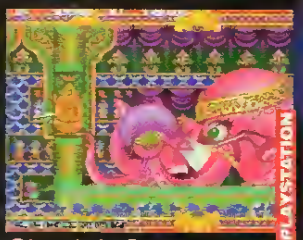








PLAYSTATION VS. SEGA SATURN





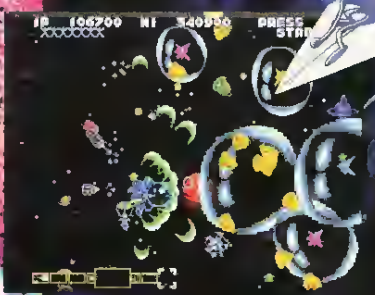
Check It Out

Side by side comparison on the two available hi-end systems, pretty closs...











AKIRA YUKI



PAI CHAN



LAU CHAN



WOLF HAWKFIELD



Wow, the Japanese Saturn has been out less than eight months and look how far AM2 has already come! Virtua Fighter Remix does not use the new operating system! This is just what they've been able to accomplish as they become more familiar with the Saturn development system.

VFR's texture mapping is unbelievably smooth and detailed. Close up you'd swear Sarah had on makeup! The ring itself is also astoundingly detailed. As far as the action is concerned VFR is identical to VF. For some reason however, I now like it about ten times more. It just looks so much better, and the fighters no longer have flicker spasms during the replays.

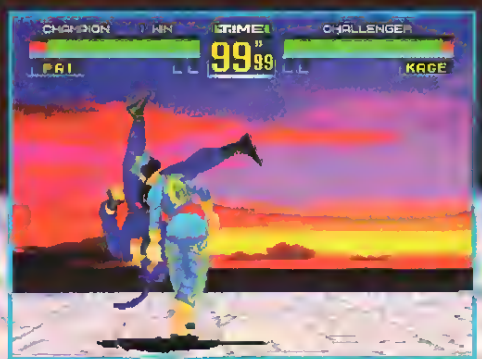
The critics jumped all over the Saturn's capabilities way too early. As time goes on I'm sure we'll see pop-up [illegible] as well.

The latest on VFR's future stateside is that [illegible] separate title, rather than packing it in with [illegible] launches officially on September 2nd. No date or price was made available at press time. Either way, if you're a Virtua Fighter fan, this game is well worth buying... again. -E. Storm

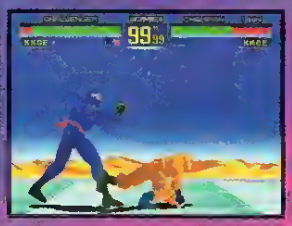








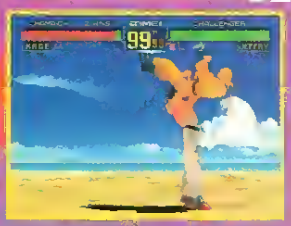
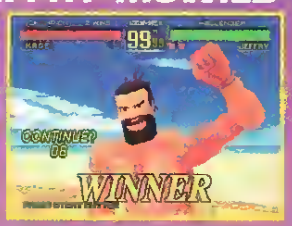
KAGEMARU

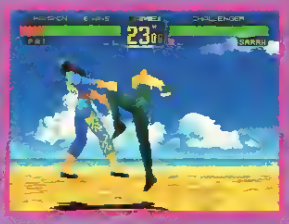
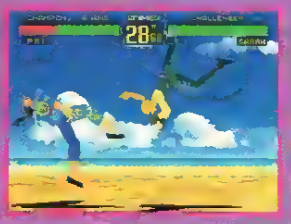
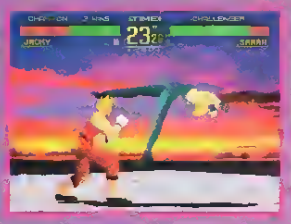
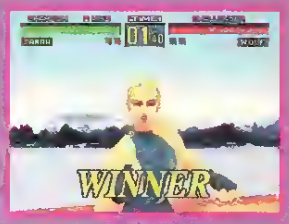



JEFFRY MCWILD

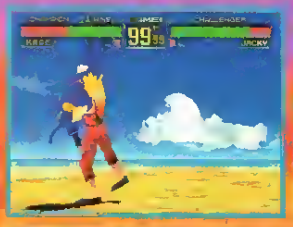
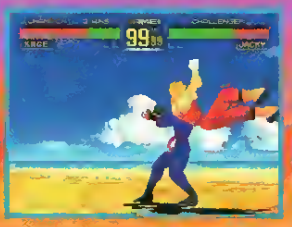
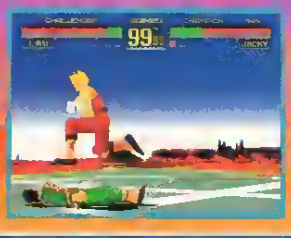


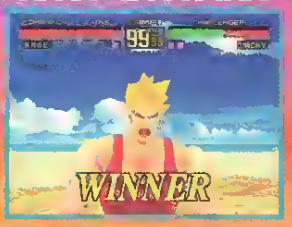




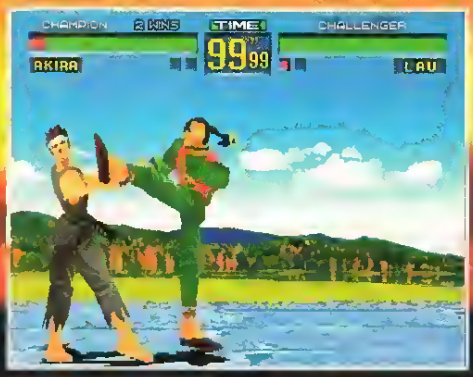
SARAH BRYANT

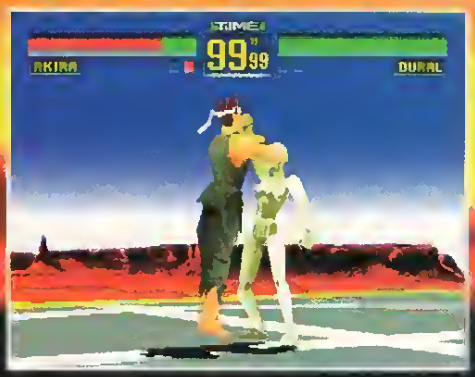






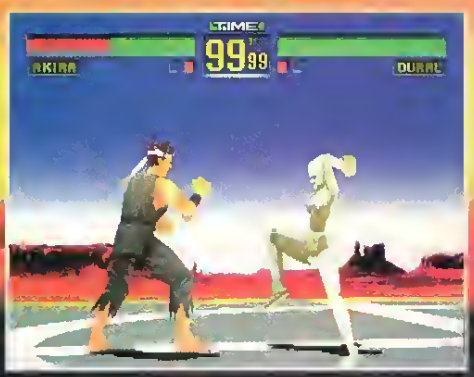
JACKY BRYANT





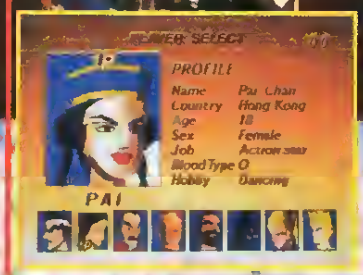






Own a 32X and feel left out? Well, fear no more. Virtua Fighter 32X is looking quite good! I've heard it moves and plays every bit as good as the Saturn version! Virtua Fighter 32X features all of the characters, moves, and animations found in the original, only with less polygons and of course, a 32X soundtrack. I really hope they've squeezed some quality music out of the 32X this time around because Virtua has an amazing soundtrack! Find out this and more next issue when we preview the game that every 32X owner is surely waiting for, Virtua Fighter!

32X





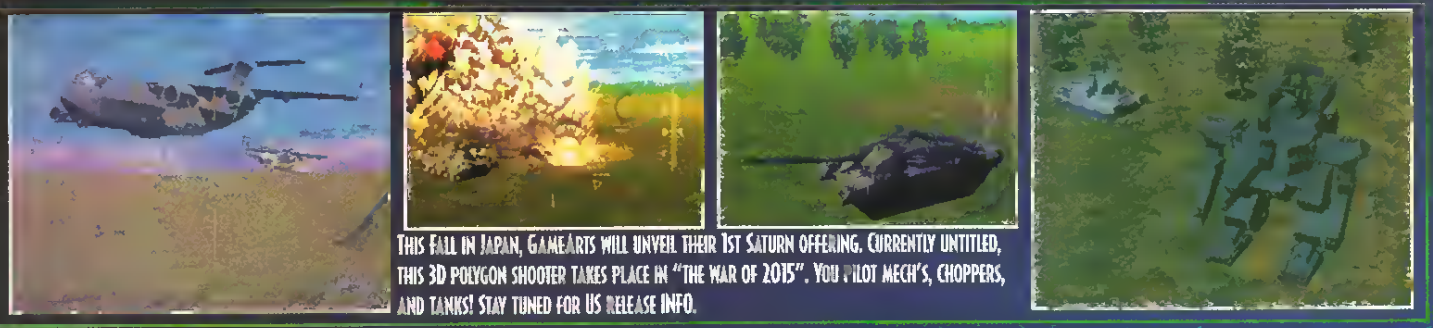




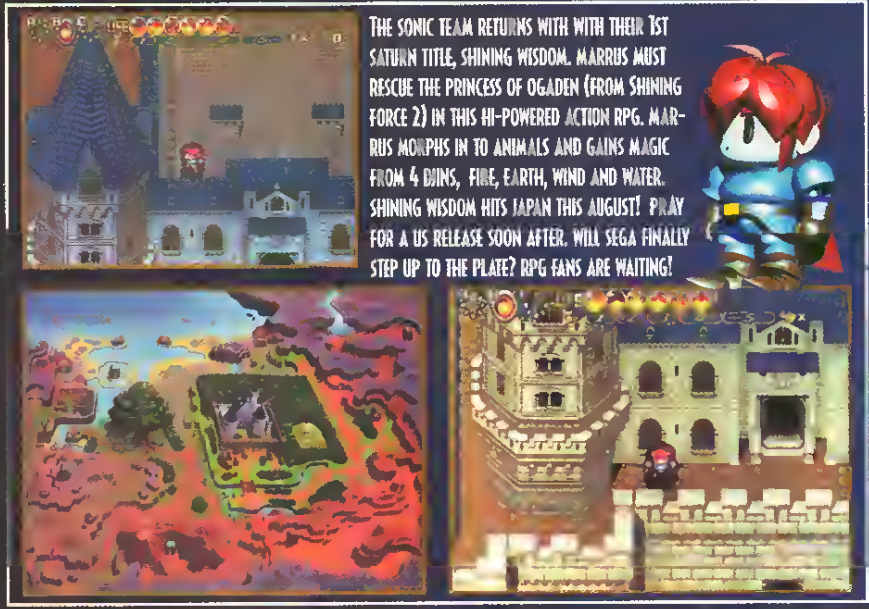
E.Storm's Saturn Previews



SEGA'S FIRST TITLE DEVELOPED WITH THE NEW OPERATING SYSTEM, VIRTUA COP, IS NEARLY IDENTICAL TO THE HIGH DOLLAR COIN-OP. VC DEBUTS IN JAPAN THIS AUGUST AND LATE FALL HERE IN THE US. VIRTUA COP FOR FIFTY BUCKS... LIFE IS GOOD!



THIS FALL IN JAPAN, GAMEARTS WILL UNVEIL THEIR 1ST SATURN OFFERING. CURRENTLY UNTITLED, THIS 3D POLYGON SHOOTER TAKES PLACE IN "THE WAR OF 2015". YOU PILOT MECH'S, CHOPPERS, AND TANKS! STAY TUNED FOR US RELEASE INFO.



THE SONIC TEAM RETURNS WITH WITH THEIR 1ST SATURN TITLE, SHINING WISDOM. MARRUS MUST RESCUE THE PRINCESS OF OGADEN (FROM SHINING FORCE 2) IN THIS HI-POWERED ACTION RPG. MARRUS MORPHS IN TO ANIMALS AND GAINS MAGIC FROM 4 DJINS, FIRE, EARTH, WIND AND WATER. SHINING WISDOM HITS JAPAN THIS AUGUST! PRAY FOR A US RELEASE SOON AFTER. WILL SEGA FINALLY STEP UP TO THE PLATE? RPG FANS ARE WAITING!



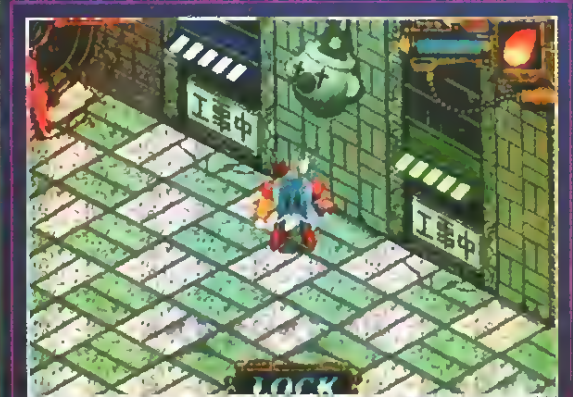
THIS AUGUST (IN JAPAN) IT'S TIME TO DO SOME RACIN', SEGA STYLE! HAVE A LOOK AT HANG-ON '95! THE DESIGNERS PROMISE IT MOVES LIKE A BAT OUT OF YOU KNOW WHERE, AND FEATURES SILKY SMOOTH TEXTURE MAPPED LOCALES. BIG JOY!



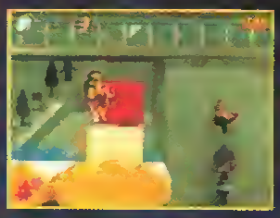
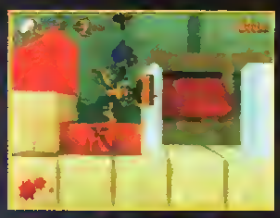
HERE'S THE FIRST SHOTS OF GUNBIRD, PSIKYO'S NEW TOP VIEW SATURN SHOOTER. FEW DETAILS WERE AVAILABLE AT PRESS TIME SO STAY TUNED FOR MORE INFO. NEXT MONTH.

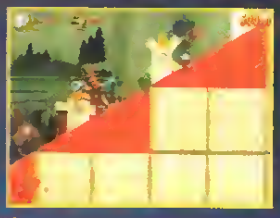


HERE'S THE ONE I'VE BEEN WAITING FOR! RIGLORD SAGA DEBUTS IN JAPAN JULY 21ST, AND THEN HERE IN THE U.S. LATER THIS YEAR. RIGLORD SAGA IS SET UP SIMILAR TO GUARDIAN WAR &SHINING FORCE. THE GAME IS COMPRISED MAINLY OF SPECTACULAR STRATEGIC FIGHTING! THE MAIN CHARACTER IS PRINCE ARTHUR OF QUEENSLAND. THE MAIN ENEMY IS SOME SORRY DEMON NAMED ZYUZA. I'LL BE ALL OVER THE IMPORT SO LOOK FOR A MEGA-PREVIEW ON RIGLORD NEXT MONTH. RIGLORD COMES HOME THIS NOV.



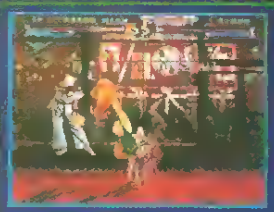
FINALLY, HERE'S THE FIRST GAME SCREEN OF TAKARA'S STEAMGEAR MASH. THIS MULTI-GENRE ACTION ADVENTURE FEATURES FLUIDLY ANIMATED RENDERED LITTLE MACHINES. LOOKS MIGHTY ORIGINAL! LOOK FOR IT THIS FALL IN JAPAN & HOPEFULLY HERE SOON AFTER!



LET'S START THIS ONE OFF WITH A QUOTE STRAIGHT FROM THE DEVELOPER; "IT WON'T END IN THIRTY MINUTES THIS TIME!" IN THIS SPECTACULAR SEQUEL, PEPPEROUCHAU NOT ONLY RIDES THE TOY HORSE, BARRO-BARRO, BUT THE SCREEN ROTATES 180 DEGREES! CLOCKWORK KNIGHT VOL. 2 COMES OUT JULY 28TH IN JAPAN! THERE'S NO WORD YET FROM SOA ON A U.S. RELEASE.



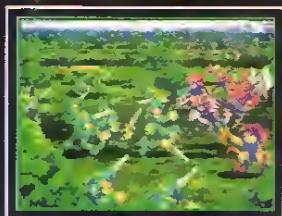

IF YOU'VE PLAYED STREET FIGHTER THE MOVIE IN THE ARCADE, YOU'VE ALREADY HEARD THE SQWEALING LAME AMERICAN VOICE. FEAR NOT! THE SATURN VERSION FEATURES THE ORIGINAL VOICE AND HAS NEW BACKGROUNDS! SFTM HITS THE U.S. THIS SEPTEMBER!



JULY 14TH, VF REMIX WILL BE RELEASED IN JAPAN WHERE IT'S ALREADY THE NEW PACK IN. U.S. PLANS ARE IN THE WORKS.



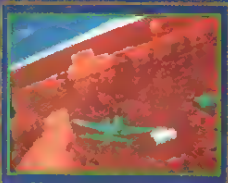
WOW, LOOK AT VF2 ON THE SATURN! THAT NEW OPERATING SYSTEM WHALES! VF2 IS SET FOR RELEASE HERE THIS FALL.



SEGA OF JAPAN'S DRAGON FORCE, FEATURES 2 ARMIES IN A BITTER STRATEGIC BATTLE. IT'S 100 VS. 100 WAR WITH SATURN POWER! DF IS SET FOR A DEC. RELEASE IN JAPAN.



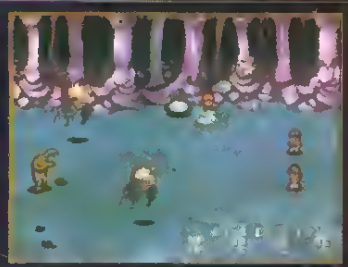
PS FANS WILL RECOGNIZE HOT BLOODED FAMILY. THIS GAME OF SLIGHT PAIN DEBUTED WITH THE IMPORT PS. WILL THE SATURN SAVE THE DAY WITH ITS SUPERIOR 2D POWER? FIND OUT HERE NEXT ISSUE!



AM3'S AMAZING FLAT SHADED POLYGON FLIGHT SIM, WING WAR, IS SATURN BOUND, NOW FULLY TEXTURE MAPPED AS WING ARMS! WING ARMS LANDS THIS FALL IN JAPAN.



ATLUS' GREAT LOOKING TEXTURE MAPPED RACER, KING OF THE MOUNTAIN PASS SPIRITS, IS COMING THIS OCTOBER TO THE JAPANESE SATURN. LOOK FOR A U.S. RELEASE SHORTLY THEREAFTER.

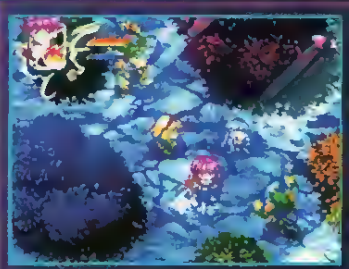



CRACK OPEN THE CHAMPAGNE! YES! YOU'RE LOOKING AT LUNAR FOR THE SATURN! THIS REMAKE OF THE ORIGINAL FEATURES RENDERED GRAPHICS AND SLIGHT CHANGES IN THE STORY-LINE TO MAKE THE GAME MORE INTERESTING. LUNAR HITS THE JAPANESE SATURN THIS DEC.! CAN YOU SAY WORKING DESIGNS?



BASED ON ANCIENT'S STORY OF THOR (BEYOND OASIS HERE IN THE STATES) TAKE A GOOD LOOK AT THE LEGEND OF THOR, ANCIENTS SATURN SEQUEL! YUZO SAYS HE'LL BASE THE GAME MORE ON THE ELEMENTALS THIS TIME AROUND PLUS ADD MORE CHARACTER PATTERNS AND A LARGER OVERALL ADVENTURE. ANYONE WHO PLAYED THE ORIGINAL IS NO DOUBT FEELING THAT SATURN URGE AS THIS GAME TRULY BROKE NEW GROUND ON THE GENESIS. OF COURSE YUZO (PICTURED AT RIGHT) WILL ALSO LEND A HAND TO THE ORCHESTRATION. HEY YUZO!, LISTEN TO SOR 1&2 BEFORE YOU GET STARTED!






RAY-EARTH, BASED ON THE POPULAR JAPANESE COMIC BY CLAMP, IS AN ACTION RPG FEATURING THREE YOUNG GIRLS, HIKARI, UMI, AND FUU. THEY DON'T LOOK SO YOUNG TO ME! SET UP LIKE SQUARES SECRET OF MANA, THIS GAME WILL NO DOUBT BE A SATURN TREASURE. RAY-EARTH RELEASES IN JAPAN THIS AUGUST. WORKING DESIGNS HAS ALREADY EXPRESSED INTEREST TO PORT IT, SO LOOK FOT MY UPDATE NEXT MONTH!



AIR COMBAT 22

NAMCO
SIMULATION
1-2 PLAYER(S)
AVAIL. SEPT.

PREVIEW

Last month's 20% version of Ace Combat was impressive, but nothing could have prepared me for the mind-numbing ecstasy of this month's 60% version. Combining missions from both Air Combat and Air Combat 22, as well as what has to be the greatest split-screen dogfight duel mode of all time, Ace Combat should be one of the premiere PlayStation games when the system launches in the U.S.

Normally, I hate flight sims. I have this prejudice that they're all clunky, slow to respond, scale choppily, and feel like PC games. Well, all those thoughts left my head as soon as I got my hands on Ace Combat. This game is 100% arcade power.

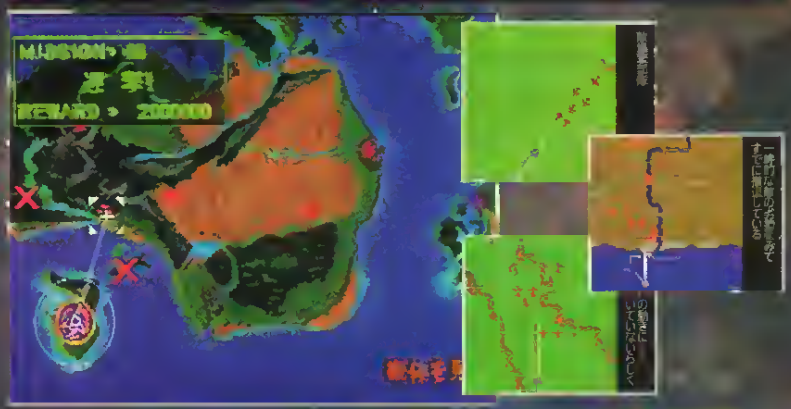
Ace Combat's graphics just exude superiority. The PS is still in the midst of first-generation software, but somehow Namco's programmers seem to have conquered the system. If you remember Air Combat's graphics in the arcade, Ace Combat is a near carbon-copy except maybe for lower resolution. You get two perspectives, in and out of the cockpit, as well as useful heads-up displays and a map.

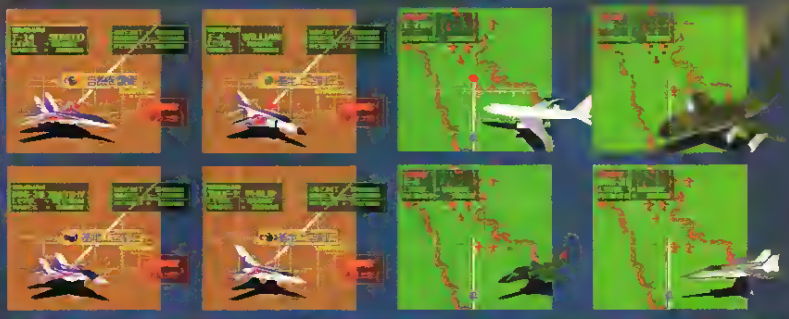
The one-player mode is very exciting, because it merges an actual story with 16 varied, thumb-busting missions. I have to admit that despite the weird accent, I love the announcer's voice. "Scramble and ace those bogeys!" You are assigned different missions which range from taking out bombers to blowing up huge weapon installations. Every level, the assignment changes, the enemies change, and the terrain changes...yeah!

You can pick from one of three planes to start, but as you progress further into the game you'll earn more planes to use, which are each rated for different abilities. The control in this game is a work of beauty...guns, missiles, lock-on selection, and precise handling, just what you want. You can't do barrel rolls in beginner mode, but switch to expert and you get barrel rolls and more control over steering... excellent.

The dogfight mode is incredi-



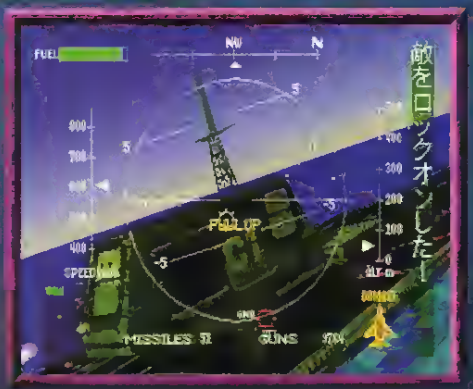


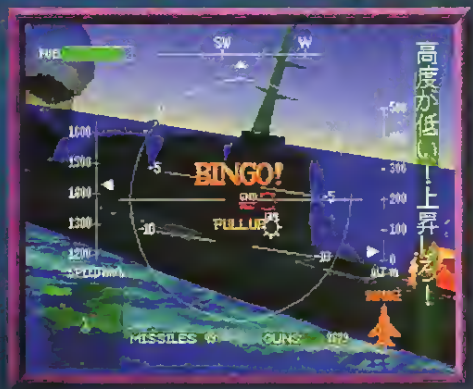


















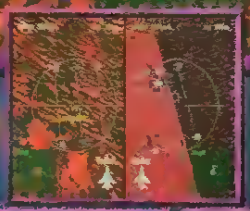


2 Player Head To Head Mode









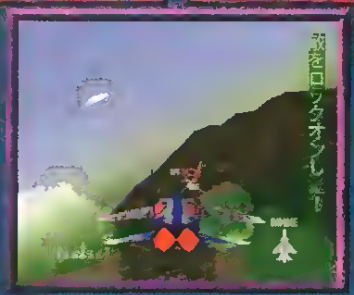
ble. The game just feels like it was split in half seamlessly...not that it was scrunched down and busted by a slow processor. You and your opponent can each choose from 16 different planes, which include a wide range of real-life fighters, even stealth fighters which don't show up on the radar! After selecting planes, you choose a starting position. You can both face each other, one of you could follow the other, or you can let the PlayStation choose randomly. This adds much extra depth to the game play...try escaping when the other player starts right on your tail!

Ace Combat's audio is surprisingly enjoyable. Your wingmen are constantly yelling in your ear, "Bogey on your six" or "He's toast!" Yeah it's borderline-Engrish but I still got a kick out of it. The music's all jazzy and happenin', and the sound effects are superb.

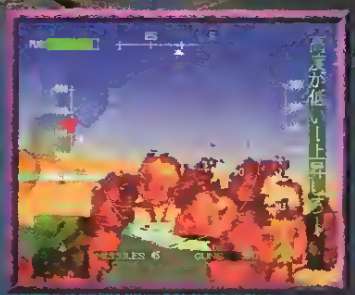
Ace Combat is one of those perfectly well-rounded games. It has the arcade action diehard gamers crave, an extremely long and involved one-player mode, a tight two-player mode that kept us occupied for hours, and some of the best graphics and sounds ever. It's not quite done, but I can already say Ace Combat is my favorite flying game of all time. —Slasher Quan











So Many Planes...So Little Time





SONY/WILLIAMS
FIGHTING
1-2 PLAYER(S)
AVAILABLE OCT.

GAME GEAR

PLAYSTATION
PREVIEW







MK3

PlayStation

A truly great home system should, at the time of its launch, be able to handle 100% identical translations of current arcade games. This was true of the NES (Super Mario Bros. 1). This was true of the Genesis (Altered Beast). And now it's true of the PlayStation with Mortal Kombat 3! Our early preview version was incomplete in many ways—for instance there were no Fatalities. However, based on what WAS in this version, MK 3 PS looks so exact it's sick.

You will be in shock when you see MK 3's graphics. I couldn't believe I was looking at the exact same sprites, backgrounds, parallax, the works. Diehard fans who own RGB monitors are in for a treat...this game has a special RGB monitor option which makes the graphics even more exact (i.e. less grainy)!





As far as sounds go, the CD renditions of the music tracks are 100% pertect. It you remember the crappy redone Probe euro-noise in the Genesis MK II games, no worries...MK 3 has the real arcade music baby! The voice is all there too, and hopefully the game will be able to handle all the arcade sounds correctly. (Remember, it can be hard to get voice and music simultaneously off a CD).

Everyone knows that so tar, there has never been a pertect home MK. Even tho SNES MK II, the best attempt so far, was missing a tew combos. Well, the good news is MK 3's game play should be exact and current to the latest arcade revision (2.1). That means all the Track & Field corner Low Punch juggling combos will work...ooh yeah! And those Kabal-stringer combos, hella tight!

So, what's the catch? Well, a lot ot you are probably worried about long CD access time (please don't bring up Sega CD MK 1, arrrrrgh). Well, in the prototype there were lengthy load times, but the good news is the programmers have promised to cut down the access to a minimum by the final release...hopefully about three to tive seconds in-between tights.

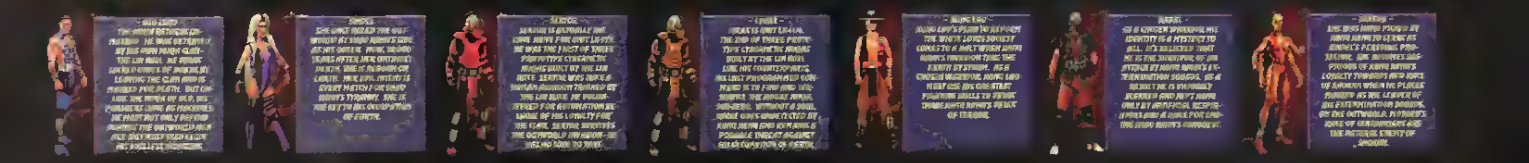
What about Other Stuff? Well, secrets such as the Ultimate Kombat Kode which will activate Smoke as a playable character are almost guaranteed to be in this game. But that's not all, the programmers hinted there might be additional codes/secrets exclusive to this version. The only things you are certain not to find in the PS version are the new characters/features from the September arcade update of MK 3, which will only be tound in the Ultra 64 edition.

Mortal Kombat isn't just a violent video game, it's a way ot life. MK 3 is one of those games the PlayStation was made to play!

—Slasher Quan





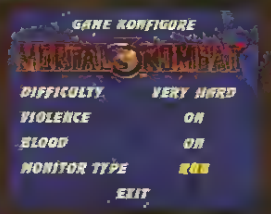
















MK Option Modes!

MK 3 has a variety of options. You can custom configure your controller, adjust difficulty, and even turn on or off the blood & guts. This way, when little Jimmy walks into the room, you can censor the gore!





IS IT ARCADE OR IS IT PLAYSTATION?

Look at these two screen shots...do you see a difference? No? Neither do we. MK 3 is one of those carbon copies...if the loading time isn't too bad, this game will be killer!

ARCADE

VS

PLAYSTATION





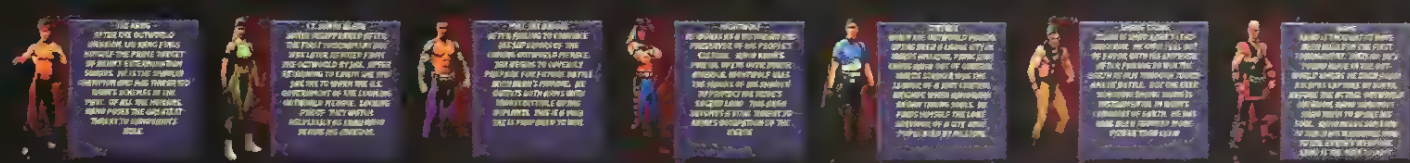










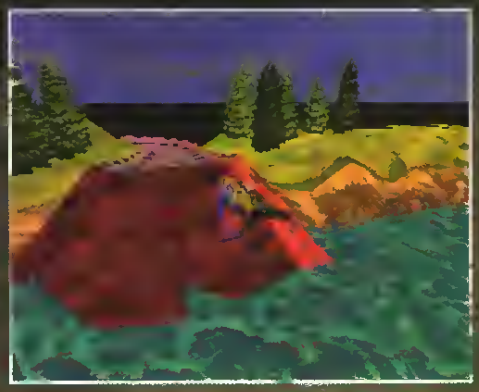


Wipeout

PSYGNOSIS
RACING/COMBAT
1-8 PLAYER(S)
AVAIL. SEPTEMBER

GAMEFAN
PlayStation
PREVIEW

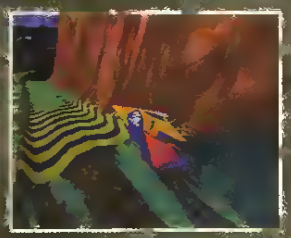


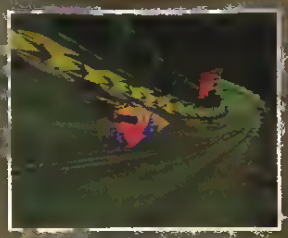


Psygnosis is getting just plain scary these days. First Demolition Derby, now Wipeout, another 3D driving-type sim dripping with quality. This game however is a true hovercraft racer. Think "F-Zero on horse steroids" and you'll get an idea of what Wipeout's all about.

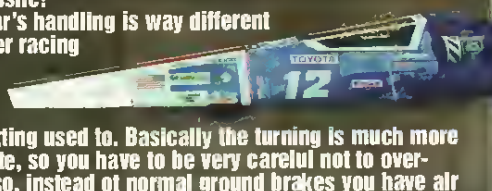
Wipeout is the futuristic racing game I've always wanted...cool hovercrafts, breathtaking texture-mapped graphics, multiple tracks, smooth handling, mutli-player network, AND weapons! That's right, if you can't beat 'em, blow 'em away.

Our preview version only had one of the three tracks working, but it's a beaut. Racing a hovercraft means you aren't confined to the ground, so you catch some serious air in this game...the jumps are huge! The programmer claims that by the time the game is done, there will be absolutely no "pop-up"...that should be quite an accomplishment. The screen movement is just so smooth you'll have a heart attack. I also couldn't believe some of the effects...check out the transparent heat tracers when you fire a missile!









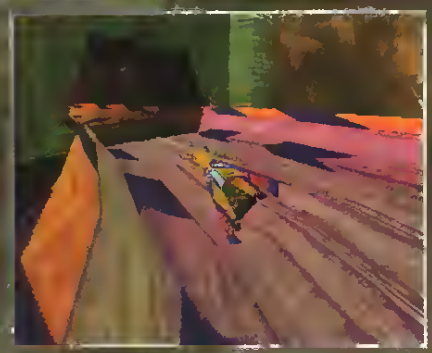
Your car's handling is way different from other racing games and takes some getting used to. Basically the turning is much more immediate, so you have to be very careful not to oversteer. Also, instead of normal ground brakes you have air brakes on both sides of your craft.

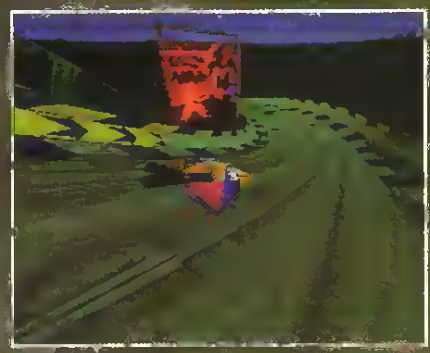


You get a variety of weapons to fire off, including oil slicks and missiles. Running over a colored pod arms your weapon, but you can only hold one weapon at a time. Use it wisely!

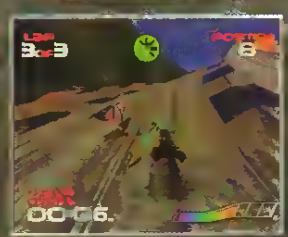
Wipeout's sounds are just what you want in a futuristic racer. No fruity Japanese "Blue Skies I See" voices, just the hum of your engine, a nice (slightly dimmed out) background tune, and blistering sound FX. Pump this sucker through a stereo and crank the bass, your whole house will be shakin'!

What I love most about this game is the feeling. You know, when you play a racing game so realistic that you actually sway your body when you make a sharp turn...I got that feeling in Wipeout more than with any other racing game I've ever played. There are two perspectives, in the cockpit and behind the craft, but in the cockpit is where the game's really in yer face.





A great feature in Wipeout is the two to eight-player network mode. Just link up a bunch of PlayStations, TVs, cables, and Wipeout games, and you've got yourself the ultimate race fest. Isn't that better than a shrimpy two-player split-screen? I don't care what anyone says, soon enough networking will be the most popular way to play competitive games. After all, do you have eight friends who own Genesis and SNES systems? I thought so. Soon they'll all own Saturns and PlayStations!



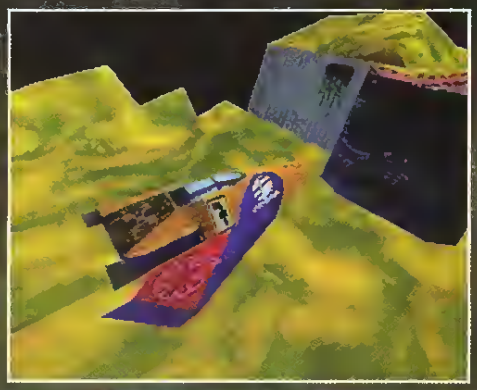




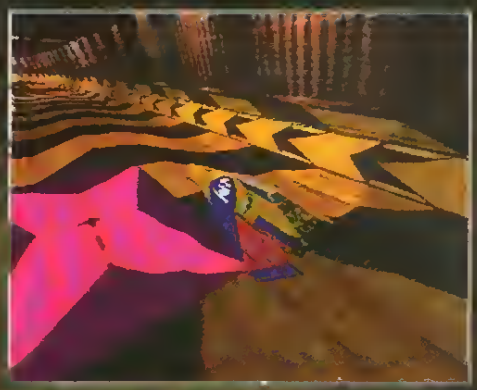
Wipeout is another blow-away racer from Psygnosis. Sure there's an abundance of racers coming out for the PlayStation, but each one has its own unique genre and properties. With Wipeout, the future really is now.

—Slasher Quan

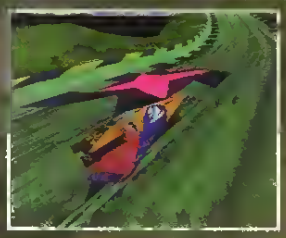




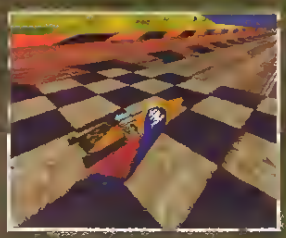


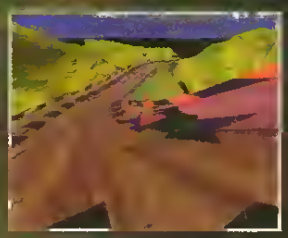






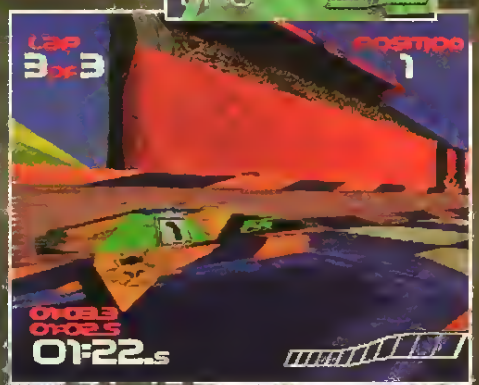










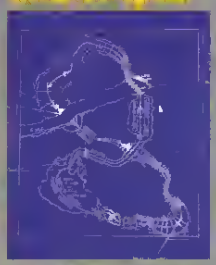


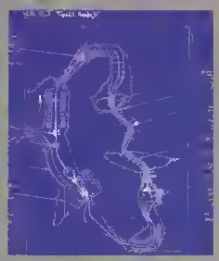
The (Very Busy) Psygnosis Wipeout Team



THE WIPEOUT TEAM-
Back Row Lto R: Jim Bowers, Nicky Carus Westcott, Laura Grieve, Jason Denton, Stuart Sackett, Rob Smith.
Front Row: Darren Douglas, Louise Smith, Dominic Mallinson, and Nick Burcombe.

Works In Progress:

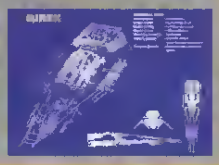
















GAMEFAN

PLAYSTATION REVIEW

ALLUMER
FIGHTING
1-2 PLAYER(S)
AVAILABLE NOW

悟空伝説 -MAGIC BEAST WARRIORS-

Allumer, a longtime developer of games for the Japanese PC-9801 market, has amazed us all with a most surprisingly excellent fighter. Their first venture into the deep, dark and scary world of console development is Goku Densetsu: Magic Beast Warriors. In this remarkably fun one-on-one fighting game you can opt for the story mode (against the CPU) or go head to head in versus competition.

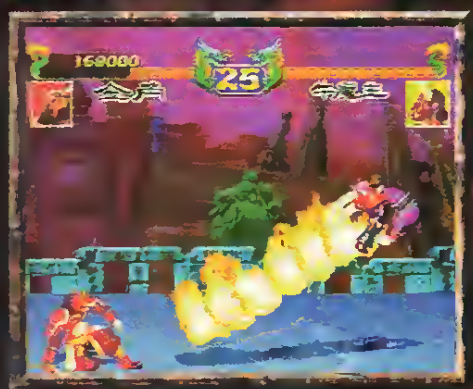
From the very start, GDS is a step above anything else in the genre. The opening intro, in classically cheesy Jyu (Power) Rangers style, is superb! Each main character steps forward through the digitized interoo and spews forth his or her own little catch phrase. The voices and FMV in this game are superior to FLAWLESS. Of course, every character (five actors in cheap costumes) look to be yanked out of an issue of some manga circular, even though this game is based on the ancient Chinese tale Saiyuki, or Journey to the West. In this ultra-famous (and ultra-thick) novel, a Buddhist priest journeys from China to India in search of scriptures aided by the monkey king Songoku, the pig Chohakkai and a sprite called Zagojo.

The game itself plays much like your garden-variety digitized action fighter, but this delicacy moves much more smoothly (and a whole heck of a lot faster) than most of that other live-action pain out there. The control isn't really quite as tight and precise as it is in the MK series, but the faster pace almost makes up for this entirely. Each character has a battery of stupendous special attacks - mostly done with quarter and half circle motions. The projectile attacks don't simply disintegrate on impact, they ERUPT into a firey haze in mid air. Graphically, the entire game is a gem. The backgrounds show mucho special effects such as wicked scrolling and ever-so-subtle translucent gradient effects. In the music department this game simply ROCKS its competition. I'm particularly fond of this disc's soundtrack! The player is treated to a nice selection of hard rock songs (in English?!), a splash of metal and the ubiquitous punk rock buffet which is becoming more and more popular in Japan.

In story mode, there is a definite challenge in beating the game. Some of the tactics that the CPU uses to win are downright infuriating. Nonetheless, it's nowhere near impossible to beat this game, hence it loses no luster. If you're having trouble in the later stages, a nice plot twist was having every foe you defeat join your cause. That means you have an ever growing arsenal of fighters to choose from as the game progresses. I only have but two little gripes

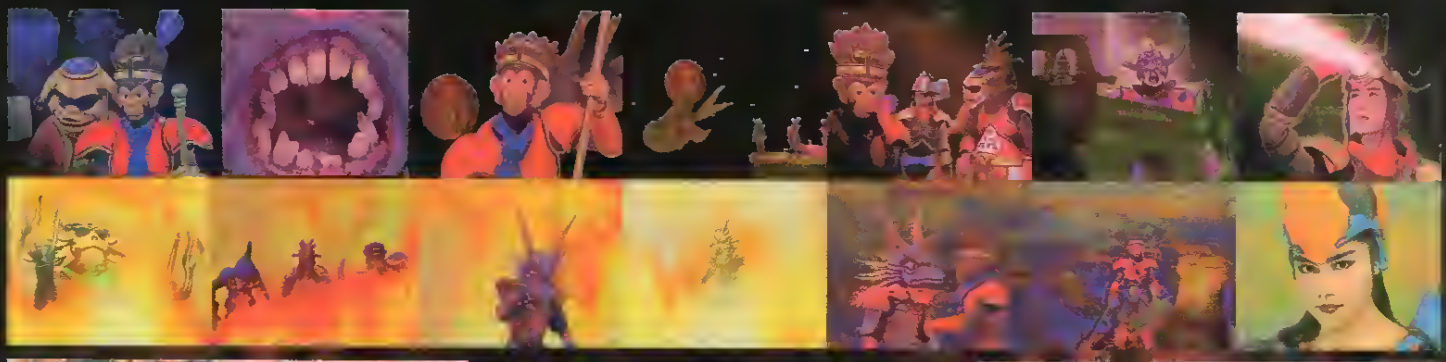


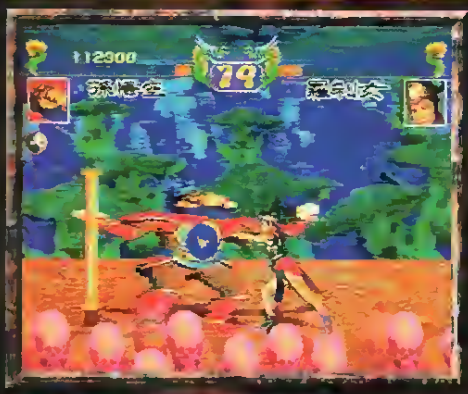












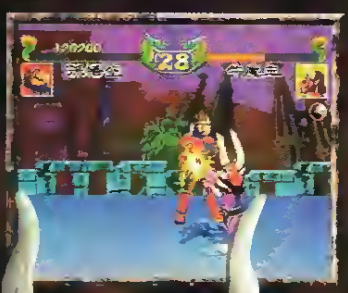
with this game. These are the lack of the ability to PAUSE during the action and the fact that there's no BGM option to listen to this game's tunes! I wish all CD games would have separate data and music tracks, that way you could just toss them into your Discman and you're set.

When all is said and done, this game is a two-fold wonder. It's the first console title from its developer, and it's a digitized fighter that has a ton of replay value. Yes, this disc packs an enormous amount of life and personality. If you're into the high-end fighter scene, you should certainly take a look in that import store nearest you for Goku Densetsu!

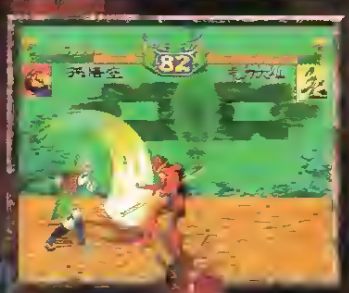
-The Stalker





















3DO Preview

ZHADNOST

Welcome, Comrades! It is time for us to be playing the greatest game show in all of Bizarnia. THE GAME SHOW... yay. ZHADNOST centers around what would happen to a state-operated TV game show in the fictitious Communist country, Bizarnia. Along with the old government, Capitalist insurgents managed to toss the old game show as well. Now, "free" Bizarnians are "gathered" (by the former government's secret police forces) to compete for cash, fabulous prizes, and maybe even a crack at their dreams of making it to America.

Essentially, there are five different "competitions" for you and three other buds to try. These are Propaganda, a fairly cool and enjoyable trivia game; Yankee Stooge Cinema, where you must unscramble a 1950's movie sequence; Money-Go-Round, a boring walk-through game where you can go for cash yourself or try to take some away from the other contestants; Eye-spy, a memory-matching game; Lip Service, a memory-matching game involving sound effects and lastly, there's Roika, where you must choose three objects that you feel have the most in common. Sounds like fun, eh? Well, give it a chance. Two out of the mandatory four players are given ten seconds to decide on their contest. The game requires two or four players, a fallacy which negates the possibility of a solo act. You are given a choice of your character from these five stereotypical Communist low-life contestants. My favorite is Ludmila, the she-man Eastern European athlete... a "woman," at least until the tests come back!

The biggest redeeming factors to ZHADNOST are the hilarious FMV intro and the related channel-surfing clips, which are played in between rounds. The clips consist of classic Cold War educational movies, a few of which were used in "Atomic Cafe," the satirical documentary on nuclear war. Of course, Zhadnost is far from the conventional sit-and-go video game, so it can't be judged like an action title. If you manage to get a few other people to be patient and play the game through, it begins to grow on you. It is by all means the perfect party game or one for those who crave the interactive. Check it out, Comrades...

-The Stalker







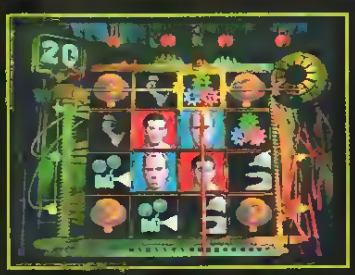




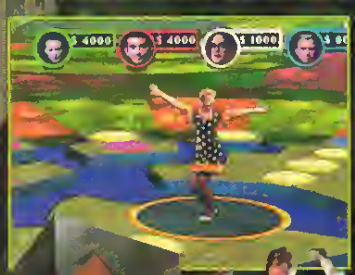


















BULLFROG
SIMULATION
1-2 PLAYER(S)
AVAILABLE JULY

GAMEFAN REVIEW

Syndicate, the smash-hit, award winning PC strategy title is now bound for the home console market. It seems that all of the same elements that made the original game so great have been reproduced in slick, 32-Bit style.

SYNDICATE

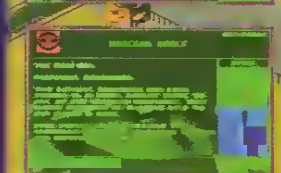
The story to Syndicate is an intriguing tale of chaos, big business and covert operations. The year was 2096 when the world became a war zone. That was the year that America won the race to become the first advanced nation to perfect "Mind Chips," computer chips which can alter a person's mind. A person with a chip in his head can be made to think he is someone else, something else, in another place or all three. When America broke the news that it had developed the first working Mind Chips, global war ensued. The end result was the creation of a world very much different from the one that was. A world splintered into various small regions and cities run by massive conglomerates began to take shape (sounds like Japan, oo?). Set in this wicked cyber-world of chaotic exploits, you (or you along with a friend) are to take control of one of the more powerful companies in an attempt to strong-arm your way to the top. To do this, you must employ your fearsome special agents: human beings outfitted with cybernetic enhancements, futuristic weapons and advanced Mind Chips. Over the course of the game, you can upgrade and enhance your agents until they become the ultimate industrial weapon.





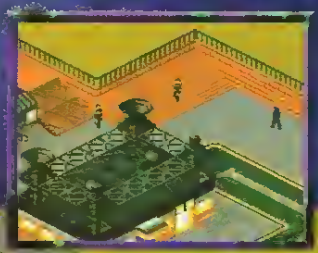


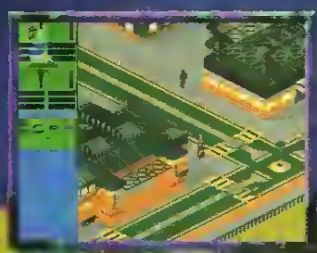




Pointing and clicking, the player must jockey his troops into position in order to protect, persuade or liquidate certain key faces in the story. Assassination missions may be the most dangerous, but they're also the most fun! Of course, the ultimate goal is to expand your company's territory into that of other companies, all the while keeping the indigenous populations somewhat happy. In all, there are fifty areas to cover, and each area takes a while to conquer. If you're planning on beating this game and taking over the planet, you had best be prepared to spend some major time with this game as you get more and more involved.

Bullfrog Productions did a nice job and came up with an excellent package for fans of the original PC game. They gave this game the same feel, and that's no easy task converting PC games to console games. The music is just as cool as it was in the original, as are the graphics. I would have enjoyed a better CG intro, but what's there isn't too bad - albeit grainy. The action gets fairly tedious, but if you get into the story and your company, it's easy to overlook that aspect. So, if you're finished with Return Fire, you may want to pick this sucker up to satisfy that craving for strategic mayhem. -The Stalker













OK, I've got one thing to say... IT'S ABOUT FRIGGIN' TIME! Finally after two years, it's the first isometric action game for the 3DO... and it's a really good one! Get ready for Captain Quazar! In this one-or-two player blast-o-rama you assume the role of the mighty Captain Q. and set out on missions to seek, destroy, and help a few hostages along the way. The version shown here, which debut at E3, is still early (CQ isn't due until Fall) but I can already tell you what to look forward to in this spectacular game... EVERYTHING!









DON'T LET THOSE ROCKETS TAKE OFF!

The characters are modeled bliss, the music is pumpin', the action is non-stop, and the explosions are nuclear. Besides these tine details the animation and artwork are equally impressive.

Receive your orders from the lieutenant and off you go to lay waste as only Quazar can. The vast areas in CQ are not only highly detailed but animated much of the time as well.

This is the kind of game that will vault the 3DO to the next level, so I hope they keep comin'.

A word to the wise before I depart. If you're still playing with the stock controller now's the time to shop around for one with nice clicky horizontals, otherwise, you and the Captain may come to terms.... and you don't want that. I'll see ya' soon with more Captain Quazar! -Takahara









CAPTAIN QUAZAR



BRIEFING!



INTERROGATION!

SUSPECT TRANSLATION:

YEAH, WE GOT SLAVES WORKIN FOR US. IF YOU WANNA FREE 'EM YOU'LL HAVE TO FIND THE KEYS FIRST.



SAVE HOSTAGES AND STUFF!



GAMEFAN PREVIEW

STUDIO 3DO
ISO/ACTION • 1-2 PLAYER(S)
AVAILABLE SEPTEMBER



NUKE EVERYTHING IN SIGHT!





QUAZAR TAKES TO THE WATER!







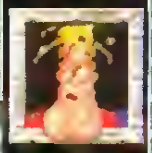
















BRAIN DEAD 13

3DO Preview

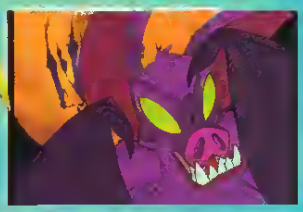
READYSOFT
FMV INT.
1 PLAYER
AVAILABLE AUG.

Our [illegible]-pecking hero, Lance, the world's hippest computer repair guru, gets a late-nite "fix it" call which leads him to the mysterious castle of the sinister brain. Once he succeeds in re-activating the computers he learns of Dr. Neurosis' master plan... world domination!

The game is on... Fritz the half human, half pet of Dr. Neurosis has been instructed to dispose of you. You are instructed to thwart the Doctors evil plans and save the world... No sweat, hey, you're a nerd with a mission... kick ass!

Race through the evil playgrounds of the demented Doctor's twisted castle. Battle FrankenJock, Draculette, and other freaks of science until you reach the Chamber of the Brain!!

If you liked Dragon's Lair, or Space Ace, you'll love Brain Dead 13. The animation is the best ever in a full-motion adventure. [illegible] 13 next [illegible] -Takahara





3DO ZONE

3DO Preview

PANASONIC • 3DO
PUZZLE
1-2 PLAYER(S)
AVAILABLE AUG.

TRIP'D







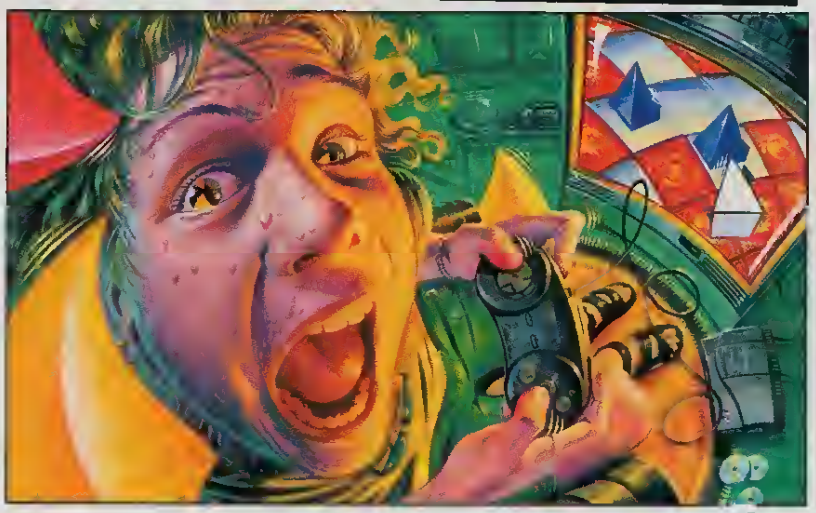
DESPITE ITS UNTIMELY INCARNATION, TRIP'D OFFERS A NEW SPIN ON A TRIED AND TRUE CATEGORY, THE STACKIN' & RACKIN' PUZZLE GAME. AS IT'S A NEW VARIANT OF AN OLD FORMULA (NO PLOT, OF COURSE), THERE SIMPLY ISN'T TOO TERRIBLY MUCH TO REPORT ON THIS GAME. I MEAN, IF YOU'RE INTO THIS SORT OF THING I'M SURE YOU'LL RUSH RIGHT OUT AND SNAP THIS ONE UP, AS YOU SHOULD, IT'S PRETTY DARN FUN! PLUS, IT'S NOT LIKE THE 3DO'S OVER FLOWIN WITH 'EM.

THE GRAPHICS ARE NICE, AND THERE ARE A FEW NOTABLY WELL DONE VISUAL EFFECTS HERE AND THERE. THE SOUND EFFECTS AND MUSIC ARE APPROPRIATELY WACKY - ALBEIT REPETITIVE. THE ONE THING THAT TICKS ME OFF ABOUT THIS WOULD-BE FLAWLESS PUZZLER IS THE INSANELY ROUGH CONTROL DUE LARGELY TO THE STOCK CONTROLLER (SO TO SPEAK). IT TAKES A LOT OF PHYSICAL ENERGY TO PERFORM ANY QUICK REACTION MOVES... AND DON'T BE SURPRISED IF THE GAME'S DIFFICULTY SNEAKS UP ON YOU IN THE PROCESS. THIS GAME IS BEST PLAYED WITH A FRIEND FOR MAXIMUM ENJOYMENT... SO GET A BUD WITH FAST REFLEXES AND YOU'RE IN FOR A TRIP.

-THE STALKER



"JUST MOWIN' DUDES DOWN



'TIL THAT ORANGE MEANY WAXED ME."





HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368

E
EVERYONE

3DO

An Experience from the REAL 3DO Zone™, Louie "The Worm", Ott

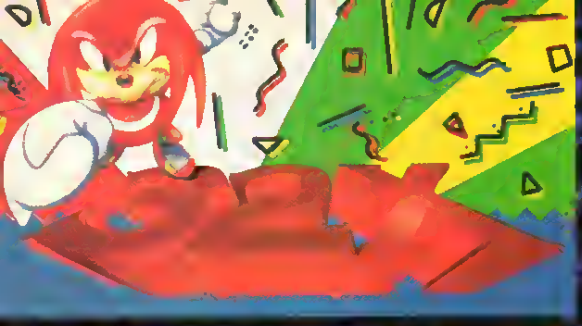
ICEBREAKER



"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What'z a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board. 150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid."

Panasonic
Software Company

Stuff they made us say ICEBREAKER is a trademark of and was developed by Magnet Interactive Studios Inc ICEBREAKER 3DO software is licensed to DENTSU USA INC 3DO and The 3DO logos are trademarks of the 3DO Company The REAL ZONE is a trademark of the Matsushita Electric Corp of America



Leave it to Interplay to extract pure power from the 32X! They've made a great game even better with their first release for the 32X, Blackthorne.

Unlike the SNES version, which featured conventional sprites, Interplay has seen their way clear to bless this version with fluidly animated SGI characters and, an entirely new world to explore! The 32X color palette is also pushed to the extreme with vivid color, and highly detailed and shaded graphics.

Perhaps the biggest shock however, is how good the music is in this version. We all know how paintut 32X music can be (can you say Tempo?), but Interplay has managed to squeeze in some pretty groovy sounds.

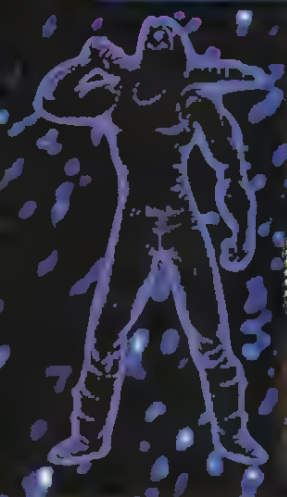
Gameplay-wise Blackthorne excels in many ways. The adventure is vast, stretching across tive cavernous worlds, and never gets dull, as you are constantly taced with tougher chattenges, perplexing puzzles, and an intriguing ptot that untolds as you progress. tt's an RPG teel in an action environment.

I can't tell you how good it teels to play a quality third party 32X game. t stilt think that tor the money this system has the ability to provide its users with some pretty high quality gameplay. Let's hope this keeps up! t'll have a Blackthorne review next month.

-E. Storm







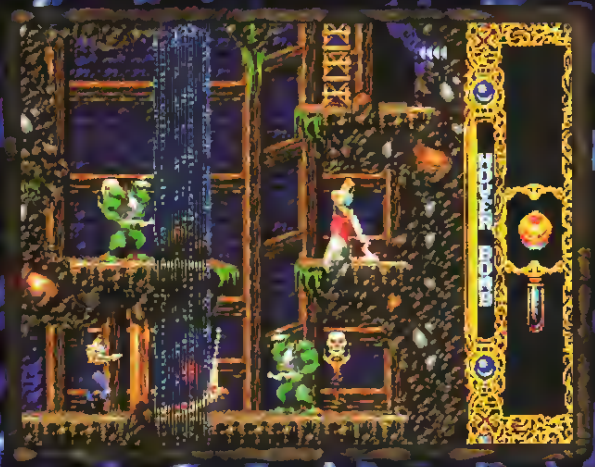
BLACKTHORNE

GAMEFAN PREVIEW

INTERPLAY • 24 MEG
ACTION/ADV. • 1 PLAYER
AVAILABLE SEPTEMBER

32X

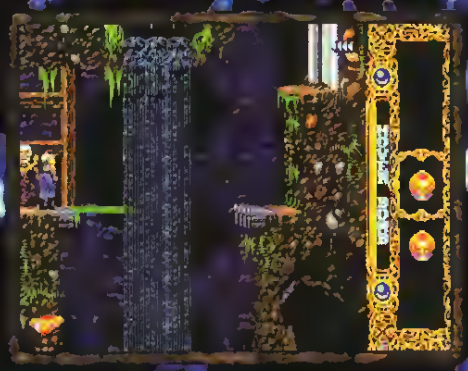








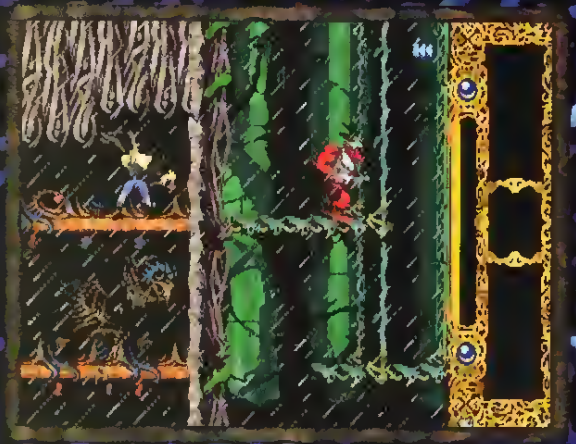




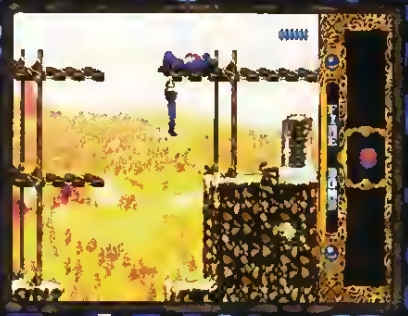




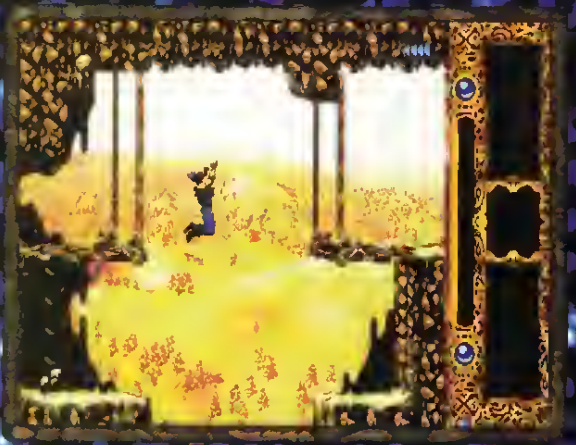




YOU THOUGHT THE CASTLE WAS THE LAST LEVEL? NOT THIS TIME... IT'S SNOWING OUTSIDE!











HEY PAL, THIS SHOTGUN CUTS RIGHT THROUGH STONE... SO STEP ASIDE!







The little guy in the back of your truck is a mad man!



Flippin like a fro[illegible] on a hot plate!

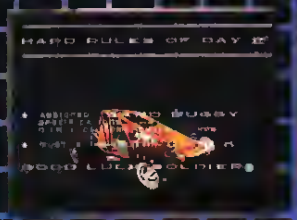


You've crashed and burned... time to roast some Hot-Dogs!



Oh my, you flattened that soldier... Hurry!, grab his boots and watch it







































I'll bet there's quite a few Sega users out there wondering what happened to Scavenger's Nitro Wrecks. We previewed NW back in December, and have received many inquiries as to its whereabouts since.

What happened to it? Well, it got some big scaling mountains, a shot of color, and even smoother animation. With 16-bit going into the tank at a seemingly rapid pace, Scavenger decided to upgrade their 3D racer to the 32X, (which ain't doin' that much better... yet).

As you can see, we've been able to acquire some high powered upcoming 32X titles, in order to soothe those weary of the X's future. Scavenger should prove to be a major force in X titles, with this super cool racing shooter, now titled aptly, Heavy Machinery, and the upcoming X-Men, which looks absolutely astonishing.

Heavy Machinery takes you on nine grueling missions through all types of weather and road conditions. All the while enemy vehicles block your path below, while choppers and planes swoop down from above. They all have one common goal... your butt in traction.

Heavy Machinery is a visual turkey dinner from beginning to end. The intro. and attract screens alone are an achievement featuring smooth animation and spinning wire-frame displays.

Once you hit the road smooth scaling and digitized graphics fill the screen as you drive like a maniac, fighting your way to each checkpoint while passing enough crazed enemies to achieve your mission objective. The action is fast and furious.

Your goal is to nail vehicles ahead with heat seekers while keeping a close eye on valuable power-ups scattered along the road. You've gotta' shoot these too, as well as avoid hazards like oil drums, land mines, and enemy troops. There's a lot to do in HM.

You control your vehicle by pressing up on the D-pad while shooting with any button. This feels awkward at first but once you get it down you'll be driving like a maniac. If you're at all into racing games you will surely get an ample dose in Heavy Machinery.

Oddly, this title hasn't been picked up yet. With the current shortage of 32X titles one would think that this 100% complete game would be on the truck. But as of press time no one has picked up Heavy Machinery. Chances are someone will by the time you read this, so keep your fingers crossed. We'll be back with a review as soon as the smoke clears. -Takahara



SPOT GOES TO HOLLYWOOD

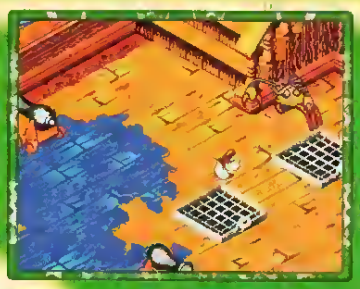
32X PREVIEW

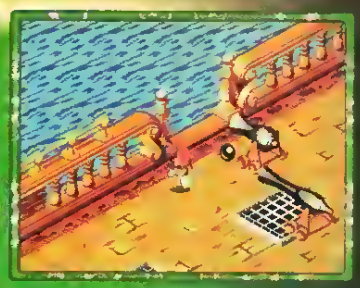
VIRGIN • 24 MEG
ISOMETRIC ACTION • 1 PLAYER
AVAILABLE SEPTEMBER

Not so long ago, David Perry and Virgin captured the carbonated essence of the 7-Up Company's little red mascot, Spot. Now, a couple ticks of the clock later, Spot is about to make his first comeback since those splendid titles. Lucky for us, this time around Virgin has taken an isometric point of view and is about to bestow upon us one fantastic adventure! Spot goes to Hollywood will soon be available on all the major platforms including the SNES, Genesis, Saturn, PlayStation, and, as you can see, the fledgling 32X. Hey, maybe after this game it won't be so fledgling, eh?

Spot's adventure through Hollywood takes him across some classic stages. Battle killer crabs and big 'ol sharks in the Pirate World, angry apes and monkeys in the Adventure World, ghosts and hairy tarantulas in the Horror World, and nasty acid for blood drippin' aliens in the Sci-Fi world. Each world features five long areas, totaling a whopping 20 levels!

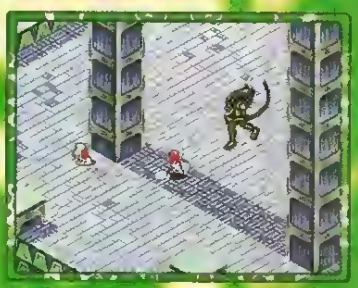
It's alot to endure for a lowly soda pop mascot but Spot gets by with a new running feature, nimble jumping abilities, and of course the old flick off the shades. The graphics and art in this game are fantastic, as is the control. Even though the version I played was early, I think it's safe to say that this could easily be the best isometric action game ever. The folks at Eurocom are behind this one and are giving it their full attention, so you can be sure that Spot goes to Hollywood will be a memorable experience. I'll have lots more on all the new Spot games over the next few issues, so crack a 7-Up and I'll see ya' soon. -E. Storm









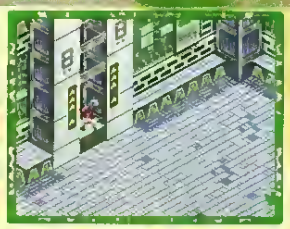




Get just one drop on me and I'll beat you silly, you slimey freak.

Spot-2000, a dot gone mad! Looks like he's packin' the UZI 9Milameta.

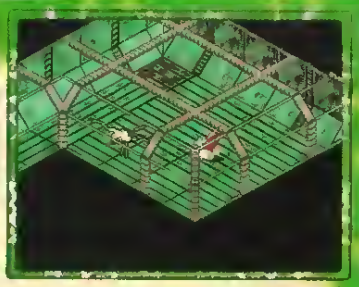


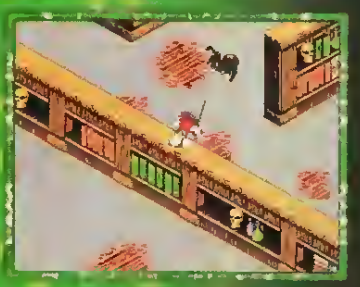


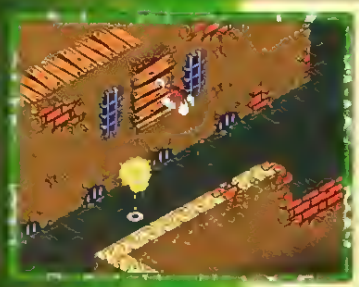


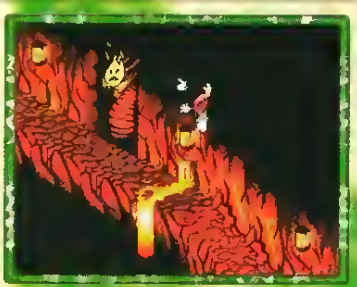


















JAGUAR

















TIME WARNER INT.
16 MEG • RACING
1 PLAYER
AVAILABLE AUGUST



POWER DRIVE rally







FIAT OWNERS WILL APRECIATE THIS ACTUAL RUNNING SEDAN!







THE REALISM IN PDR IS STAGGERING, AND IT'S A GAS TO PLAY!










TWI is coming to the rescue with one of the most playable drivers in recent memory. Power Drive Rally takes the player through an authentic world rally, complete with features like working horns and headlights, realistic weather conditions, and varying control that matches each surface perfectly. Besides these esteemed features, PDR features some of the best graphics and art that I have ever seen on the Jag. Each new country brings with it the look and feel of the actual place lending a sense of 'being there' to this grueling rally.

Between countries drivers must complete a skill test to qualify for the next rally, and you can save your game at any time.

The playability packed in this cart is endless. Some races require ultra-precise driving and pack nerve banging finishes. Not only is your opponent breathing down your neck, but screw up even once and you'll miss the finish line by mere seconds!

During each stage you have the option of a vocal coach who spews out upcoming obstacles,"mid right", "hairpin left", etc... Luckily, you can turn him down, or off. You can also adjust your engine sound and music, which are both high quality, especially for a cartridge. If you're in to drivers you simply must own this game, it truly has everything you could ever ask for in a top view racer. -Takahara
















KILLER INSTINCT

SNES Review

NINTENDO/RARE • 32 MEG
FIGHTING • 1-2 PLAYER(S)
AVAILABLE AUG 30



Such a feeling...such a feeling...The Killer Feeling is coming to your Super NES, and we just can't believe HOW CLOSE this conversion is to the arcade original! Shrinking a 100-megabyte, 64-bit arcade monster onto a 32-meg, 16-bit cartridge is no easy task, but somehow the wizards and warriors at Rare and Nintendo have pulled off this magical achievement. Of course certain things such as the scaling, some animation frames, and the full-motion SGI intros are missing...but otherwise this is one of the greatest arcade translations of all time!

Game play is the single most important aspect of any fighting game, and here Killer Instinct for SNES doesn't disappoint the arcade fan one bit. For all intents and purposes the game play is IDENTICAL to the coin-op, from the blistering special moves to the Combo Breakers to the Uuuuuuuuuuraaaaaaa Combos! Yup, all your special moves, fatalities, and combos use the same commands they did in the arcade. And the big boss Eyedol is controllable...do you know the code?

On the subject of game play...I lied, it's not 100% identical. There are a few elements that Nintendo/Rare changed to make the game more balanced and fair. For instance, there are a few top-secret elements to the game play which will reward the aggressor and punish new types of people who "turtle up" (just sit there and wait). If you're an expert, look closely...maybe you'll figure out what producer Ken Lobb did! Did I mention there are MORE combos in the SNES version than in the arcade game?

KI is generally considered one of the biggest graphic benchmarks to appear in the '90s, so how close is the SNES version? Very, period. Here's the lowdown. The SGI displays are gone (of course, no way the SNES could have done 'em), but the great news is there are awesome-looking SGI still shots for every character. The animation is missing a few frames, but don't worry, it's not a major concern. The sprites look superb for a SNES game, despite the fact that they're 10% smaller than the arcade and don't have quite as many colors. The arcade sprites were 128 colors, while the SNES sprites are 16 to 32 colors (depending on the character). Another detail that's toned down are the explosion sparks when fireballs connect. In the arcade there were literally 200 or so sparks; on the SNES it's about 10.

Turning to the backgrounds, there is no scaling and rotation for the 30 levels. For example, on levels such as the bridge, you can't move apart to far distances while the screen scales out. Some people will think this will negatively impact game play, because you can't do long-distance fireball wars on those stages anymore, right?

-Continued On Page 67

Killer Instinct Prologue:

A wind-swept battlefield of the distant past, littered with the debris of war. Above the moans and cries of the defeated can still be heard the clashing sounds of a single titanic confrontation. Two great warlords, leaders of their now smashed armies, are locked in battle, with the world itself as the prize. But this epic battle is not to have a conclusion. Suddenly, the warlords were engulfed in a nimbus of light, and vanished from the face of the earth, banished to the realm of Limbo. The battle-weary heroes whose spell had trapped the warlords heaved a sigh of relief. Armageddon had been averted, for now.

The Future: The world has seen much progress in the centuries since the warlords were banished, not all of it for good. Pollution has weakened the environment. Governments have fallen. Chaos rules, with huge mega-corporations battling and destroying each other for shares of the world's wealth.
In this bleak world, a single corporation, Ultratech, rises above the others. Rather than joining in direct battles with their competitors, Ultratech has profited from their suffering by selling them the very weapons they use against each other. Sales of weaponry are not the only source of profit for Ultratech however. Their entertainment division produces the top rated television broadcast of the future, the Killer Instinct tournament, which also serves as a testing ground for Ultratech's weapons. The winners of the tournament are promised whatever they desire. The losers suffer a significantly poorer fate.

It is into this bloody contest that our heroes have been drawn. T.J. Combo, disgraced heavyweight champion of the world who seeks redemption. Glacius, a captured alien fighting for his life and a chance to escape. And the deadly robot Fulgore, programmed by Ultratech with a Killer Instinct and the freedom to use it. Each fight for his or her own reasons, but each has the same goal: win the tournament and destroy all opponents.

It will take more than radical moves and deadly special attacks to win this tournament. It will take a will, a desire, it will take a Killer Instinct.



TOURNAMENT SET-UP
In the tournament mode, you can enter the names of up to eight different players. The computer will then set up the matches between players and keep track of each players's win-lose record. The computer will also make sure everyone takes turns, just like in the arcade(loser goes to the end of the line, bub!)

There are several other settings you can adjust on the Options screen:
DIFFICULTY: This setting can be tweaked to make the computer controlled characters tougher to defeat.
EASY COMBO BREAKERS: With this ON, Combo Breakers are easier to do.
TIMER OFF: turn the timer off and your fights will last until one of the characters is defeated.
PRACTICE MODE: In this mode, you fight another character controlled by the computer, but neither character will take damage. This will allow you to practice your combos.

ELEMENTARY COMBO THEORY
So, you've mastered the basics of pounding each other. Now it's time to learn a combo or two. Combos are basically a combination of buttons that produces multiple hits. Now, these hits aren't really free, as you must connect with the first one in order to activate the combo. However, a successful combo can give you many extra hits for the low price of just a few button presses. It's possible to get a 30 hit combo for a mere 6 button presses! But that will come later. First, you must learn the law of Jump-In Auto-Doubles.

JUMP-IN AUTO-DOUBLES
In order to perform a Jump-in Auto-Double, you must first jump-in and attack your opponent, successfully hitting them. Once you have scored the first hit, if you press the proper button next, you will not only get your first hit, but you will also get two or three bonus hits. The whole sequence will register as a Triple Combo or Super Combo. The trick is to know what pair of buttons will produce the Auto-Double. It's easiest to imagine the buttons on the controller as if they were connected.

OPENERS
The jump-in attack is what is known as an "Opener" move. This means that if this initial attack is successful, your opponent is briefly open to whatever combo series you want to punish him or her with. Each character also has several special moves that function as openers. If you hit with an Opener move, there is at least one button(sometimes more) that you can press to get an Auto-Double. We've given one example of an Opener move and its Auto-Double.

TOP ATTACK AUTO-DOUBLE
Top Attack are also Openers. After you hit with a Top Attack, try pressing one of the other buttons for an Auto-Double.

LINKERS
So what do you do once you have mastered Triple and Super Combos? You extend your combo tally using moves known as Linkers. These are also listed in the character profiles. After you have successfully hit your opponent with an Auto-Double, you can continue to combo them by following the last hit of the Auto-Double with a Linker move and another Auto-Double button. It's up to you to discover the Linker moves that will extend your combos.

END SPECIALS
The best way to finish a combo is an end special, which can be added after any Auto-Double or Linker. End Specials are listed in each character's profile. An example of a complete combo sequence would be:

Jump-in hit + Auto-Double button + Linker + Auto-Double button + End Special.

COMBO BREAKERS
There's nothing that can make you feel quite as helpless as a multi-hit combo. So what can you do about it besides put the Control Pad down and grab some soda and chips? You can bust out a Combo Breaker, that's what!

Each fighter has a special move that will function as a Combo Breaker. A Combo Breaker can potentially interrupt any part of a combo—Auto-Double, Linker, and End Special (but not the final hits of an Ultra Combo). The key is to use the proper Combo Breaker to break the move. This takes practice and a keen eye, plus vast knowledge of every character's Openers, Linkers and Auto-Doubles.

Combo Breakers can be summed up as follows:
Quick breaks Medium
Medium breaks Fierce
Fierce breaks Quick

The best way to envision Combo Breakers is like the game "Scissors, Paper, Rock." The correct combo breaker will beat your opponent's attack. To break an opener sequence or an end finisher, you must perform the combo breaker using the button that breaks the button your opponent is using. So if he hits you with a Fierce opener, you can break with your Quick combo breaker.

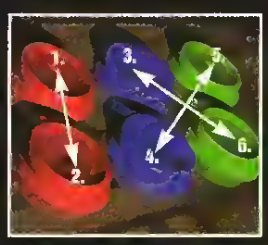
Since you can break a Linker with any of the buttons (Quick, Medium, Fierce), it's tricky to do long combos. However, you still have to learn the timing to do the combo breaker and that only comes with practice. Breaking a combo does several things. First of all, it gets you out of the humiliating sequence of hits and damage, and it throws your opponent for a loop. Second of all, all characters have some moves that are enhanced after they have broken a combo. We have left these advanced post-breaker moves for you to discover on your own.

ADVANCED COMBO THEORY
So you've mastered all the basic combos; jump-ins, openers, linkers and end finishers. Well that's far from all you'll find in Killer Instinct! Below you'll find some of the more advanced tricks, but we're going to leave it to you to find some of the really special moves (like Air Doubles, Shadow Moves and Post Breaker Specials). Keep building upon your knowledge of Auto-Doubles and you'll be surprised how many new moves you can discover.

DANGER MOVES/FATALITIES
When you have your opponent on the ropes and beautifully defeated, you can perform a danger move on him or her. You will only have a few seconds to perform the move. Some of the Deeper Moves require special timing, or that you stand a certain distance from your victim. We've only listed a few; you'll have to find the others.

ULTRA COMBOS
If your opponent is almost defeated (his second life bar is almost gone and the hit that remains is flashing), you can perform an Ultra Combo. Basically, Ultra Combos are like special End Finishers that work when your opponent is almost defeated. Go into a combo sequence, and if you hit, finish it with the Ultra Combo move noted for the character you are using. If you do it correctly, you should get a double digit Ultra Combo, usually in excess of 20 hits. There is no way to combo break an Ultra Combo, but if you're getting hit by one, you were almost defeated anyway.

There are many other moves and hidden secrets in Killer Instinct. In the character profiles, we have not listed all of the possible Auto-Doubles and different openers. There are also a few special moves that we didn't list. Try everything and see what you can find!



KNOW YOUR BUTTONS
1. (QP) Quick Punch
2. (QK) Quick Kick
3. (MP) Medium Punch
4. (MK) Medium Kick
5. (FP) Fierce Punch
6. (FP) Fierce Kick

You can tell from this diagram (shown here using the default Control Pad layout) that if you jump-in and hit, for example with a Fierce Kick, pressing Medium Punch immediately after the first hit should trigger at least a Triple Combo. Note that although the arrows go both ways in the diagram (Fierce Punch to Medium Kick and Medium Kick to Fierce Punch) not every auto-double button combination will work with every character.

CHIEFTHUNDER















Height: 6'5"

Weight: 280 lbs.

Age: 42

Mystical defender of Native American people, Chief Thunder enters the Killer Instinct tournament to solve the mystery behind the disappearance of his brother, Eagle, in the previous year's tournament.

Special Moves:

Phoenix: ↓↘→ + any kick
Sammamish: →↘↓↙←+ any Punch
Triplax: Charge←→+ any Punch
Tomahawk QK: →↘↓↙← FP
Reverse Triplax:Charge →←+ MP

Valid Opener Example:

Tomaha QK + QK

End Specials:

Triplax FP
Phoenix FK
Sammamish MP + FP

Combo Breaker: Sammamish

Linker: Triplex + MP

Fatalities:

↓↘→ + FK = Super Chop

↓↘→ + FP = Lightning

Uttra Combo: ←→ + QP

Ultimate Combo : ↘↓↙ + MP

Humitiation: ↓↓→ + QK

JAGO













HEIGHT-5'9"

WEIGHT-190 lbs

AGE-21

Jago is a mysterious warrior monk from a remote region of Tibet. Guided by the powerful Tiger Spirit to seek his destiny, he has been lead to the Killer Instinct tournament to destroy the evil within.

Special Moves:

Edokuken: ↓↘→ + any Punch
Wind Kick: ↘↓↙+ any Kick (goes thru projectiles)
Laser Sword: ↘↓↙+ FP
Tiger Fury: →↓↘→ + any Punch

Vatid Opener Exampte:

Wind Kick FK + MK

End Specials:

Tiger Fury
Endokuken QP
Wind Kick MK

Combo Breaker: Tiger Fury

Linker: Laser Sword + FP

Fatalities:

←→→QP = Impalement

←←→→ + MP = Car Drop

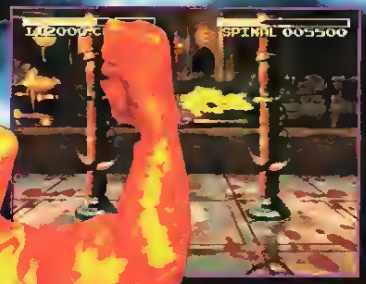
Ultra: ↘↓↙ +QK

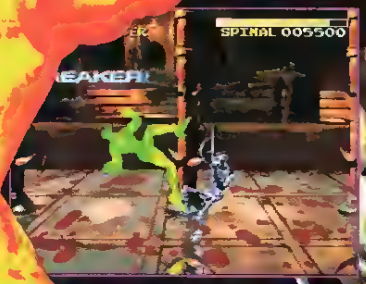
Ultimate: ←↙↓↘→ + FP

Humiliation: →↘↓↙← + MK

KILLER INSTINCT KILLER INSTINCT KILLER INSTINCT KILLER INSTINCT KILLE

CINDER













HEIGHT-5'11"

WEIGHT-195 lbs

AGE-31

Cinder was a convicted criminal who agreed to participate in Ultratech's chemical weapons test in exchange for early parole. A failed experiment turned him into a being of living flame. He has now been offered freedom if he can defeat Glacius in the Killer Instinct tournament

Special Moves:

Inferno: →→+ any kick
Fireflash: →↘↓↙←+ any kick
Heatfist: ←←+ QP
Healsink: →↘↓↙← + FP
Mirage: →↘↓↙← + MP
Trailblazer: Charge←→+ any Punch
In air:→→+ any Punch

Valid Opener Example:
Trailblazer MP + QP

End Specials:
Trailblazer MP
Fireflash FK
Fireflash MK

Fireflash QK

Combo Breaker: Fireflash

Linker: Heatfist FP

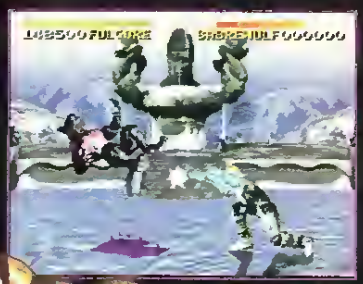
Fatalities:
→↘↓ QK = Scorch
←←← + MK = Take 'Em Down!

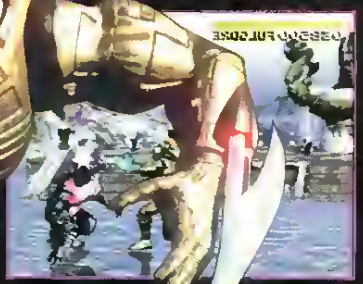
Ultra Combo: ←→ + FP

Ultimate Combo: ↓↙← + MK

Humiliation: ←← + FK

FULGORE













HEIGHT-6'2"

WEIGHT-560 lbs

AGE-1

A prototype cybernetic soldier developed by Ultratech, Fulgore was entered into the Killer Instinct tournament as a final test of its combat capabilities. Once its abilities are proven, mass production will begin.

Special Moves:

Laser Storm 1: ↓↘→+any Punch
Laser Storm 2: ←←↓↘→QP
Laser Storm 3: →←←↓↘→QP
Plasma-port: ←↓↘→ any button
Plasma-Slice: →↓↘→ any Punch
Eyelaser: ↘↓↙ FK
Cyberdash: Charge ←→ + any Kick
Relleci: ↓↙← + any Punch

Valid Opener Example:
Eyelaser FK + MK

End Specials:
Laser Storm MP
Plasmaslice FP

Plasma-Port QP
Cyberdash MK

Combo Breaker: Plasmaslice

Linker: Eye Laser + FK

Fatalities:
↓↘→ + FK = Head Cannon
↓↙← + FP = Eye Laser

Ultra: →↘↓→ +QP

Ultimate: ↘↓↙ + MP

Humiliation: ←↙↓↘→ + MK

GLACIUS









HEIGHT-6'0"
WEIGHT-300 lbs
AGE-UNKNOWN

Glacius is an alien being from a distant planet. When his spaceship crash landed on earth, he was captured by Ultratech. Hoping to prove these alien beings to be inferior, Ultratech forces him to fight for his life in the Killer Instinct tournament





Special Moves:

Shockwave: ↓↘→+ any Punch
Cold Shoulder:Charge←→+ any Punch
Ice Lance: ↘↓↙ + QP
Liquidize: ↓↘↓ + any Kick

Valid Opener Example:
Cold Shoulder FP + QP

End Specials:
Shockwave FP
Liquidize FK
Ice Lance

Combo Breaker: ←→+ any Punch

Linker: Cold Shoulder + MP

Fatalities:
←←← + FK = Melting Puddle
→↘↓↙← + MK = Death Bubble
←↙↓↘→ + MP = The Stab

Ultra: ←→ + FP

Ultimate: ↓↙← + QP

Humiliation: →→←+ QK

RIPTOR









HEIGHT-7'0"
WEIGHT-700 lbs
AGE-4

Riptor is a product of Ultratech's DNA Manipulation Project. By splicing human and reptilian genes, they have created a fighting creature with animal ferocity and human intelligence.





Special Moves:

Tail Flip: ↘↓↙ + any Kick
Dragon Breath: ↘↓↙ + FP
Flaming Venom: ↓↙← + any Punch
Riptor Rage: Charge←→+ any Punch
Jump Rake: Charge←→+ any Kick
Jump Rake (rev.): →← MK or QK

Valid Opener Example:
Jump Rake QK + QP

End Specials:
Flaming Venom FP
Tailflip

Combo Breaker: Jump Rake

Linker: Jump Rake + QK

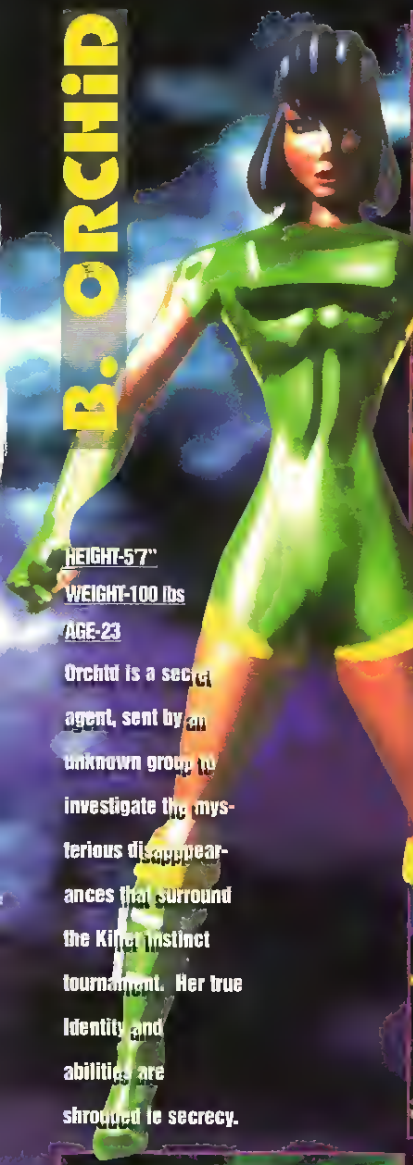
Fatalities:
← ←MK = Acid Spit
→→← + FK = The Stab
←↙↓↘→ + MP = Phart!

Ultra: ←→ + QK

Ultimate: ←↙↓↘→ + QP

Humiliation: ↓→→+ FP

B. ORCHID



HEIGHT-5'7"
WEIGHT-100 lbs
AGE-23

Orchid is a secret agent, sent by an unknown group to investigate the mysterious disappearances that surround the Killer Instinct tournament. Her true identity and abilities are shrouded in secrecy.

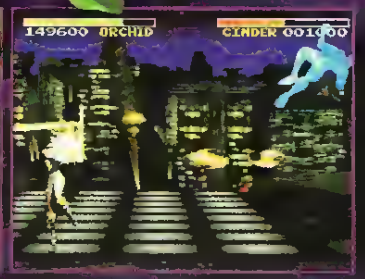












Special Moves:

Lasa-Ken: ↓↘→ + any Punch
Niguu-Girl: ↘↓↙ + FP
Ichi (Ni-San): ↘↓↙ + QP
Fire Cat: ←→ + any Punch
Flick Flak: ←→ + any Kick

Valid Opener Example:

Fire Cat MP + FP

End Specials:

Spinning Sword FP
Lasaken FP
Flick Flak MK

Combo Breaker: Flick Flak
Linker: Flick-Flak + MK

Fatalities:

←→→ + QP = Strip
↓→← + QK = Frog

Ultra Combo: ←→ + MP

Ultimate Combo: →↘↓↙←+MK

Humiliation: ↘↓↙+ FP

SABERWULF



HEIGHT-5'9"
WEIGHT-400 lbs
AGE 45

Saberwulf is afflicted with a RARE disease, Lycaethropy. Although he has spent most of his life as a recluse, he enters the Killer Instinct tournament on the promise of a cure if he is victorious.









Special Moves:

Flaming Bat: ↓↙← + any Punch
Howl: ↘↓↙ + FK
Sabre-Pounce: Charge←→+ FK
Sabre-Cut: Charge←→+ MK
Sabre-Roll: Charge←→+ QK
Sabre-Spin: Charge←→+ any Punch
Sabre-Spin (rev.): Charge →←+ MP

Valid Opener Example:

Saberpounce + MP

End Specials:

Saberspin QP
Saberpounce
Saberroll
Saberslap

Combo Breaker: ←→+ any Kick

Linker: Saber-Spin + MP

Fatalities:

←→→MP = Puppy Pounce
←←+ MK = Canine Claw

Ultra Combo: →←+ QK

Ultimate Combo: ↓↘→ + FP

Humiliation: →→→+ QP

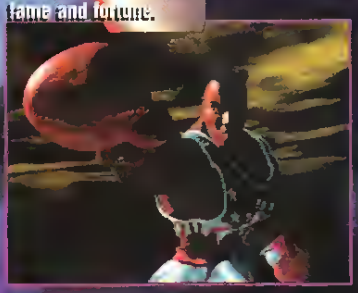
TJ COMBO













HEIGHT-6'1"
WEIGHT-220 lbs
AGE-25

T.J. Combo was once the endisputed heavy-weight champion of the world for five years straight. He was stripped of his title for his brutal methods of punishing opponents. He now fights to regain his fame and fortune.

Special Moves:

Power Line:	Charge←→+ FP
Rollercoaster:	Charge←→+ MP
Spintist:	Charge←→+ QP
Flying Knee:	Charge←→+ FK
Knee K.O.:	Charge←→+ MK
Fast Flying Knee:	Charge←→+ QK
Turn Aroend Pench:	Charge←→+ QP

Cyclone: Charge FP then release

Valid Opener Example:
Rollercoaster + FK

End Specials:
Powerline, Roller Coaster, Knee K.O., Spin Fist, or Fast Flying Knee

Combo Breaker: Knee Moves

Linker: Spin Fist + QP

Fatalities:
←→→MP = Neck Breaker
↓↘→ + FK = Taste The Screen

Ultra: →← + FP

Ultimate: ↓↙← + MK

Humiliation: ↓↓ + QP

SPINAL











HEIGHT-57"
WEIGHT-110 lbs
AGE-2650

Spinal's origin is a closely guarded secret of Ultratech. A secret branch of the corporation, using a variety of special techniques, have succeeded in reviving an ancient warrior. With only the vaguest of memories of his past life, Spinal knows how to do only one thing: fight!

Special Moves:

Skeleport:	↓↓+ any Kick or Punch
Power Devour:	←+ hold QP
Searing Skull:	↓↘→+ any Punch (After charging shield with projectile)
Soul Sword:	←→+ MP
Bone Shaker:	→→ + any Punch
Super Searing Skull:	←↙↓↘→FP (After absorbing projectile)
Sliding Kick:	↙↓↘ + FK

Valid Opener Example:
Bone Shaker MP + MK

End Specials:
Skeleport + any Punch
Bone Shaker + any Punch

Combo Breaker: Bone Shaker

Linker: Soul Sword + MP

Fatalities:
←←← + MK = 6 Feet Under
←←→ + QK = Scimitar Stab

Ultra: ↓↘→ +FP

Ultimate: ↘↓↙ + QP

Humiliation: ←↙↓↘→+ FK

KILLER INSTINCT KILLER INSTINCT KILLER INSTINCT KILLER INSTINCT KILLE











Wrong...sort of. You can't do an ultra fireball war, but check this out. At a full-screen distance, if you throw a fireball and Jago Wind Kicks through it, you can just barely Dragon Punch his toot...why? Because of the reduced sprite size!

Okay, so you can tell this game has definitely been SNES-ified...as a whole, how does it look? Still INCREDIBLE! Disregarding the touches from the coin-op that are gone, KI has (in my opinion) the best graphics ever in a SNES fighter. The animation's incredible and smooth. There are many unparalleled effects such as ground reflections, light sourcing on the characters, and a special scaling/falling scene when you beat the final boss Eyedol (there are actually two ways to beat him)! Unbelievably, there are certain effects that WEREN'T even in the coin-op...for example, in your SGI still-frame win animation, your character's color actually matches the color palette you chose during the fight. By the way, you can choose from between four and seven color selections per character.

The graphics are great, and KI's audio is also near-nirvana. The only thing really missing are certain voices, such as combo announcements and the names of the characters. However, voices such as "Ready" and "Combo Breaker" are included. EVERY single music track from the coin-op is here, and, yes, EVERY sound effect as well. The audio is nearly identical...the quality is shocking. And here's a bonus: the first two million copies of KI will include a free CD soundtrack—better get in line!

Other details just match the arcade step for step. Almost all the backgrounds are here; only the 3D sky background is gone. Everyone's endings are the same as they were in the arcade, only the SGI endings couldn't be used, so instead there are fully-animated game graphics (and text instead of voice).

KI has quite a few new options specific to the home version. There's a special Tournament Mode where eight players get to enter their initials, and the computer keeps track of win/loss records and who's turn it is to fight. Random select is included, and get this: you can force someone who's on a long winning streak to AUTOMATICALLY have to use Random! There's also a Practice Mode, which is something I've always wanted in fight games. In this mode you can practice combos on an enemy who doesn't move and never ever dies! All right! Finally, in one-player mode there are seven difficulty settings, and your ending's length is determined by the difficulty level.

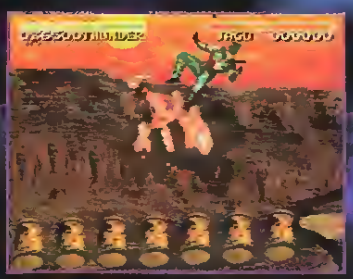
There are many fighting games out there, but only three are currently considered "major" fighting games: Street Fighter, Mortal, and Killer. If you love KI in the arcade, the SNES version is for you. If you like fighting games in general, but have never played the arcade KI...you're just a loser who doesn't get out enough! Check out KI SNES, it's worth your time.

—The Enquirer and-Slasher Quan







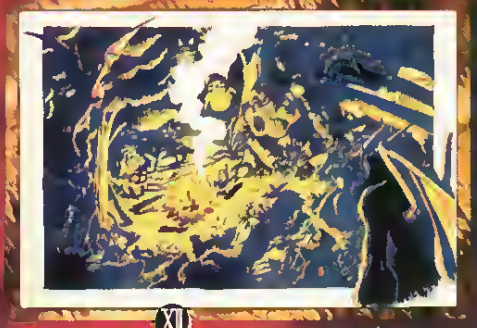


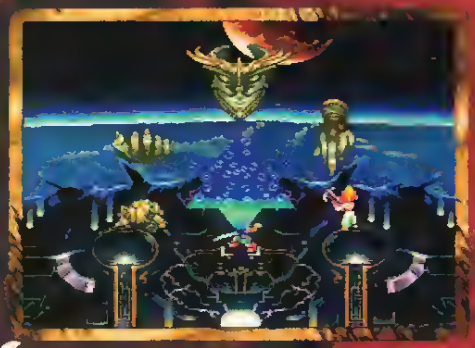




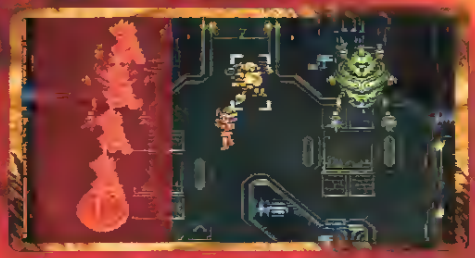


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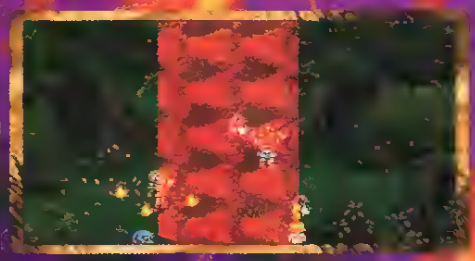












SQUARE'S CHRONO TRIGGER

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1 PLAYER
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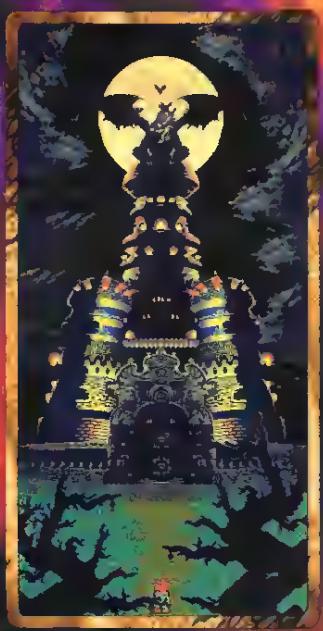
For me, the greatest RPG (if not the greatest game) of all time is Squore's mind-wrenchingly blissful Chrono Trigger. There is one reason for this... the Dream Project Team: Hironobu Sahaguchi, the creator of Final Fantasy, Yuji Horii, the creator of Dragon Quest and Akira Toriyama, the most powerful artist alive today and author of the recently-concluded Dragon Ball. As a devout fan of the original, it's extremely satisfying to see such an excellent translation of the Japanese text. Most Americanized RPGs are filled with unexciting, mundane and often choch-luft-o'-Engrish text, but, as usual, Square's masterful team of translators has come through with a surprising lack of name changes (YEAH!) and virtually no alterations to the storyline.

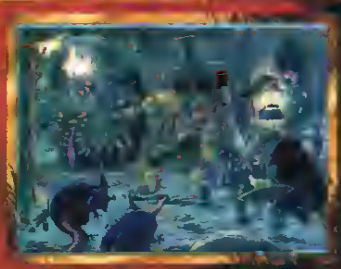
You play the part of Crono, (Yeah, no "h..." the game allows for only five letters per name) a young boy that soon becomes caught up in a quest to save the future from an ancient, sleeping evil. It all begins when he bumps into Marle, a young girl visiting the kingdom of Guardia's Millennial Fair in AD 1,000. At the festival, Crono's best friend Lucca is debuting her latest invention: the Telepods, devices that're supposed to transport people or things from place to place. When Chrono tries the 'pods and reappears in one piece, Marle decides to give them a try... yet her pendant reacts strongely to the device and a rip in time opens before the assembled group's eyes. Marle is transformed into points of light that disappear into the tear, and the only trace left of the girl is her pendant lying in the Telepod chamber. Being the courageous young lad that he is, Crono elects to wear Marle's pendant, enter the time-rip and follow her. When he emerges, (after a super-trippy line-scrolling, transparent color-cycling tunnel sequence) he finds has been transported to the year AD 6001

The highest pinnacle of 16-bit glory thus far is undoubtedly Chrono Trigger. As you can see from these shots, CT is full of frighteningly detailed backgrounds teeming with enough mega-scrolling, color-cycling, transparent, and/or warping effects so as to cause permanent brain bramage. You have NEVER seen better hand-drawn graphics on the SNES. I wish I could express to you the pure exaltation of viewing this bliss in motion, on your TV screen. These shots may look amazing but the difference between still and moving CT screens is like night and day. Imagine everything moving, grass blowing, sparking, undulating water, flickering rainbows, transparent shadows, line-scrolling transparent snow, double-layer warping sand storms, and some of the wackiest "How the heck did they do THAT?!" spell effects ever seen. The music? It, too, is supreme resplendence. Yasunori Mitsuda (the musician from Secret of Mana) supplies CT with more than enough aural power and the god-like Nobuo Uematsu (of FF fame) contributed a select few tracks before he left Square for his little mid-life crisis ("I am 35, and there are many things I have not yet done with my life, so I am quitting music...")



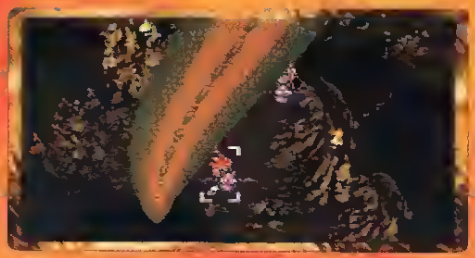








SNES PREVIEW

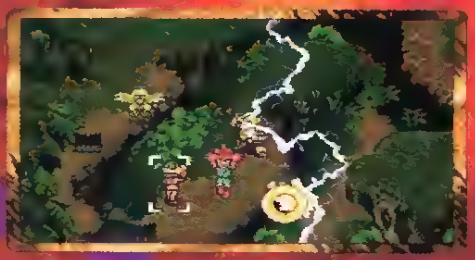


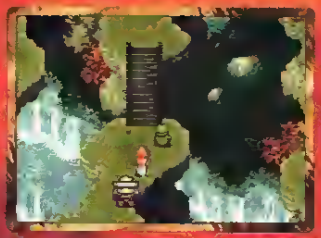


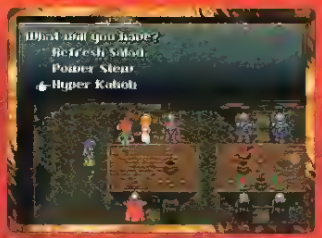




I've gone on too long for a preview, and I have a trillion more things to say... I haven't even gone into the gameplay, the ice endings, the two- and three-person combined attacks... the list goes on and on. I'll end my article on this point: You would be MOST unwise to overlook Chrono Trigger, the best RPG ever crafted, when it's released this September. I'll be back with a review soon and, later, a comprehensive hint guide. So until then, gaze upon the radiance of these shots and wait. Painfully. - Nick Rox

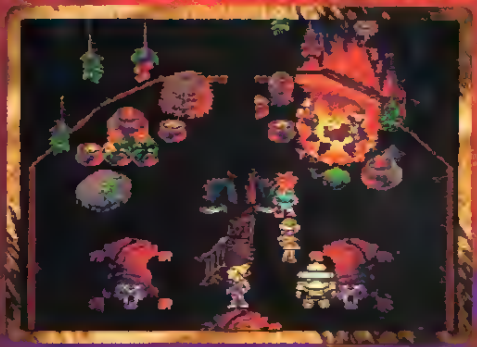


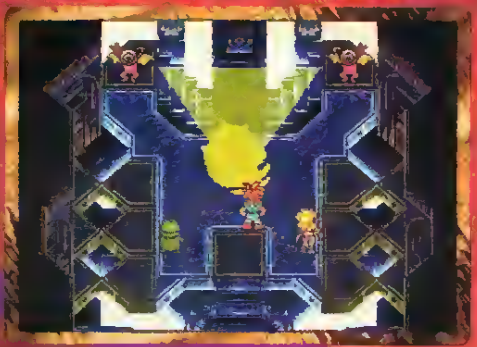




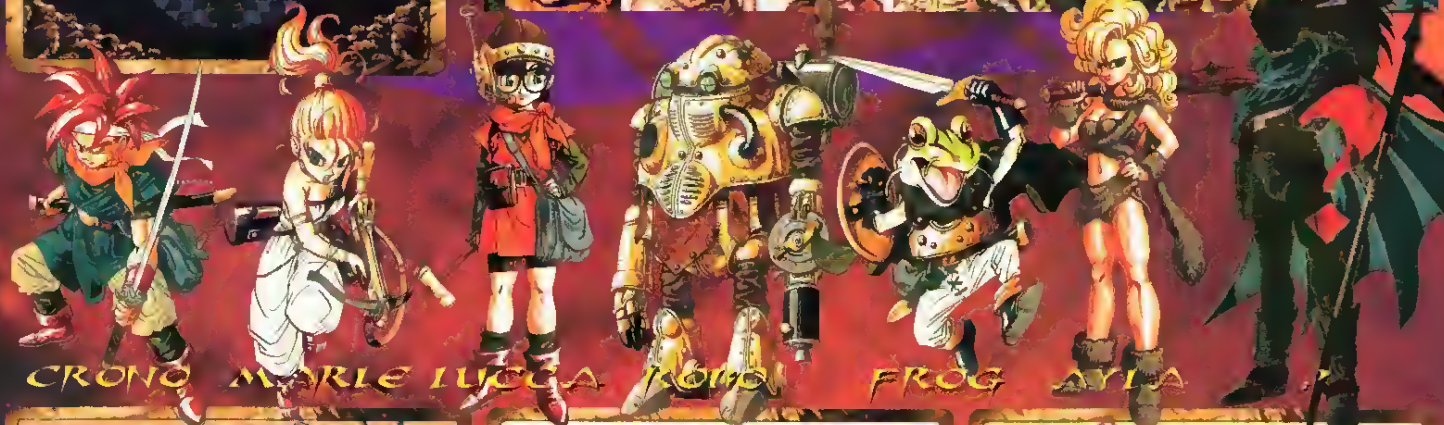




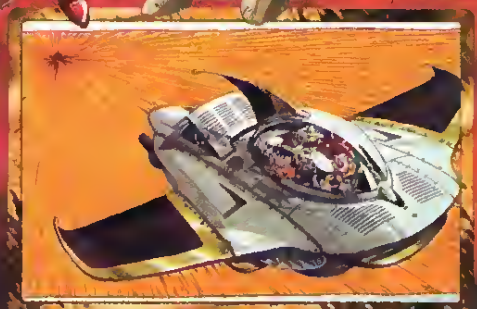














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EARTHBOUND

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I've never played a game that seemed more painful at first glance yet turned out to be the complete opposite of what I initially expected than Nintendo's EarthBound. I was rather suspicious of the fact that the delayed-for-years Japanese original, Mother 2, had sold millions of copies in Japan: "They love fruitiness like Derby Stallion and those chick simulations over there," I mused. However, EarthBound is indeed an excellent and ultra-original game, and luckily it's coming along at a time when the American RPG market isn't exactly flooded with a vast amount of titles.

Before I continue, I must make one point: The graphics look the way they do on purpose. It's not that the game's artists were lame or anything, they were trying to evoke a nostalgic, 8-bit feel reminiscent of the original Mother 1. Of course this means nothing to you or I, people who have probably never played Mother 1. My advice is this: If you can get past the graphics, which for me was actually rather easy, you'll find a game chock-full of much impeccably-treasured mirth and hilarity with a damn fine story. Contrary to what other mags have said, EarthBound is NOT an "entry-level" RPG or a "child's game." You simply have to get past the graphics, and you'll find a highly intelligent, captivating game.

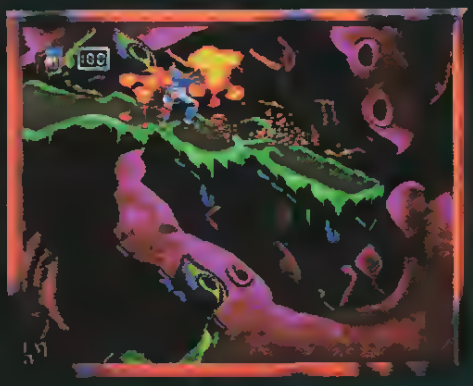
The coolest aspect of EB is it's theme and storyline, as with any good RPG. I can't remember ever having played a "real world" RPG that took place in a facsimile of today's society. When was the last time you used your ATM card to get cash, order a pizza, took the bus to the next town or simply called home to Mom for some moral support in a video game? I bet you're answer is 'never,' which is precisely why EarthBound is so enthralling. Don't think the game is entirely comprised of mundane, everyday tasks, either... EB is jam-packed with aliens, UFOs, Worthless Protoplasm, Struttin' Evil Mushrooms and... eh... New-Age Retro Hippies!

The art is obviously not that exciting, but the battles do sport genuinely impressive line-scrolling, transparent and/or color-cycling backgrounds that still cannot accurately depict. Also very cool are the spell, or PSI effects, as you can see here. The battles are easily the most technically impressive thing in EB, which unfortunately isn't saying much. But, as I've said before, this game is not trying to be fancy. The tunes are very, very good as well, ranging widely from bluegrass country, to Metroid-ish ambient, to techno, to rockabilly and to the odd happy Nintendo track.

If you love RPGs, you really must buy EarthBound. At first glance the game may not seem like much, but a rich and involving adventure hides just beneath this game's cleverly 8-bit veneer. While not as mind-blowing as, say, FFIII, EB is just as fun to play simply because it's so wacky, original and amusing. -Nick Rox




SNES REVIEW
CIRCUS
•The Starman Junior tried PSI Fire ß!
•Paula prayed with her whole heart!
•Bye ol' baby (New she's my type. :)
•Break the course of violence. Don't break the wind of change
•43 HP of damage to the Cow!
•He seems to be popular with the girls, because he's groovy!
•The Spiteful Crow pecked at your eyes!
•Frank came out swinging!
•Paula tried PSI Fire ß!
•Hmm dee dum dum dum I'm looking for mushrooms! •I'm going to collect a ton!
•get ready for my "Super Ultra Mambo-Tango-Fishtail martial arts!"
•Don't be ruskermacker! You're gettin' in the ways, ways
•Buzz Buzz charged forward!
•Ninten tried PSI SNES at
•Paula tried PSI Fire α!

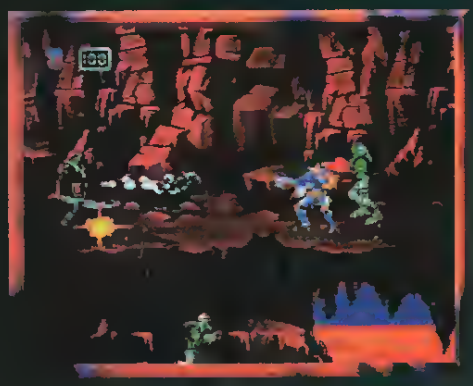


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SNES PREVIEW

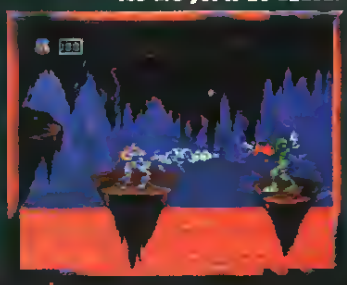


Contra and Midnight Resistance are the hallowed names of two games which command plenty of respect and reverence within the enthusiast gaming community. Subsequently, it is more than a little odd that more game companies haven't provided this hungry group with more similar titles (can you say "guaranteed sales?")

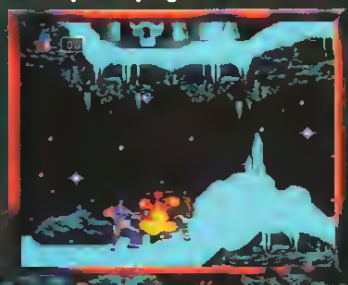
Well, it looks as it Playmates has seen the writing on the wall with Mutant Chronicles: Doom Troopers for the Super NES. As one would guess from this prelace, Mutant Chronicles features intense shooting action reminiscent of Midnight Resistance and Contra, but with a more contemporary tlair. What t mean by contemporary is, that some ot the levels bear a striking resemblance to previous high profile games. For example, the jungle level is similar to the tirst level in DKC, the tire level reminds me ot a cross-between Planet Heck and The Junkyard from Earth Worm Jim and the tirst level in MCDT has a T2-esque look to it.

Although our preview version was early Chronicles has plenty ot potentiat. The graphic detail is impressive, with leatures like deep line-scrolling, smooth, rotoscoped characters, and enemies as well as the excellent Tommy Tallarico tunes. The control has yet to be tweaked, as does the rotoscoped character animation and AI. Additional levels, more special FX, and additional play mechanics are yet to be added. We'll keep a close eye on this title as its development progresses. -K. Lee









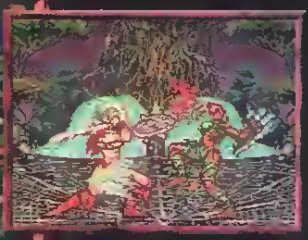




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24 MEG • FIGHTING
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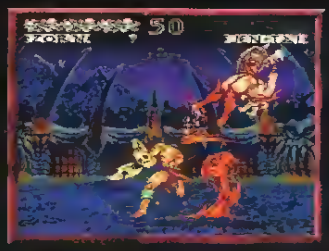
Yup, June 21st has come and gone...no WeaponLord. What happened?! Well, the game was delayed until late August/early September, but it's 100% complete and it looks like it was worth the wait.

WeaponLord has become very polished and smooth...it just feels like an arcade fighting game for home. Much fine scrolling was added to the backgrounds, which feature sick stuff like huge skulls, bodies impaled on spears, mountains of bones, and this big pit demon statue with a pulsating chest and an attitude to match.

If you're a hyper fighter, a new feature was added in the final version just for you. When you do a long combo, the game actually SPEEDS UP with each successive hit! There are of course the amazing Death Combos, which require you to finish the enemy with a long combo in order to get effects such as a decapitation, de-gut, frenzy death, or body pulp. Is that sick and twisted or what?

WeaponLord seeks to be the king of all weapon-based fighting games, we'll tell you if it is next month. With KI and WL on the way, 16-bit is finally dead!

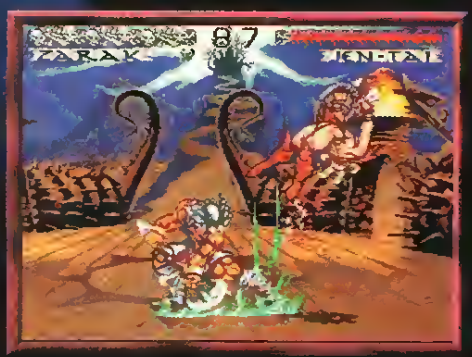
—Slasher Quan















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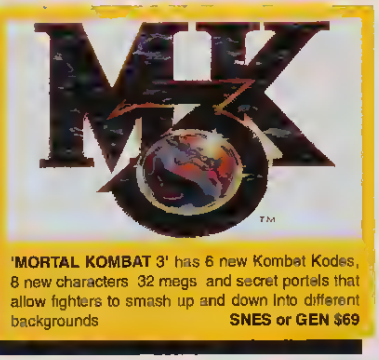
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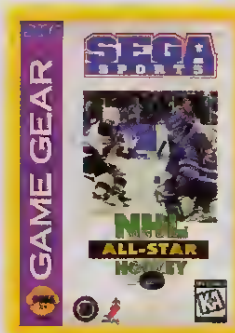
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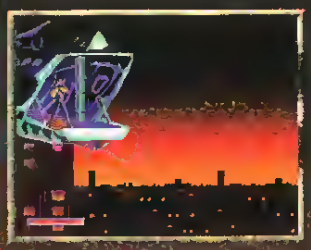
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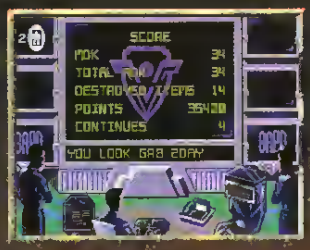
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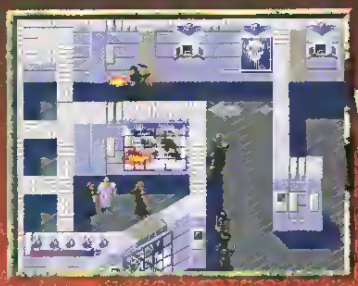








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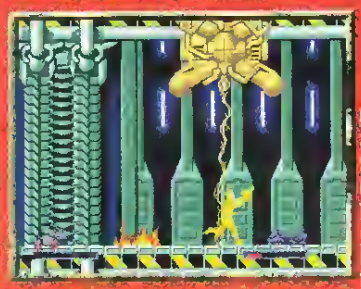
















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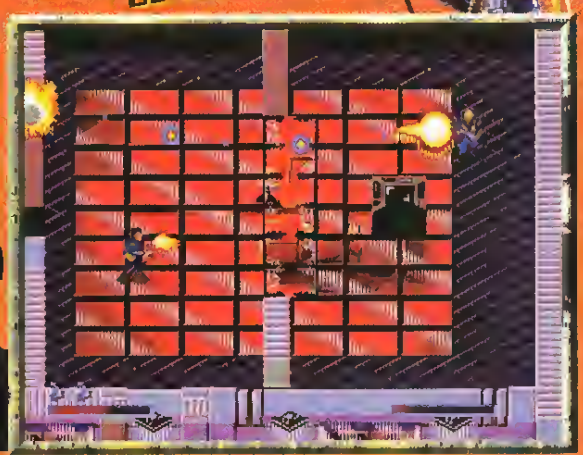






BE WELL... OR DIE





Here's a flash from the past! Remember this game? We previewed it back in '94. After floating around in limbo for a year Demolition Man is finally showing up, via the game machine, Acclaim. And rightfully so. Demolition Man is a good (although first generation-ish) Genesis game. To a degree, the excitement from the movie has long passed. However, Demo Man is currently gracing cable stations nationwide and remains one great sci-fi flick, largely due to the excellent performance of Sandra Bullock, who re-invented the English language oh-so joyously.

The Genesis game loosely follows the theme of the movie with scenes from every major action packed scene included. You chase Simon Phoenix out of L.A. 1996, get turned into a TV dinner, are later thawed to apprehend Simon once again (he's a murder death killer ya' know), and then kick butt (in Sao Angeles 2032) on anyone who's not wearing a smock. In case you're wondering, you never do learn how to use the three sea shells.

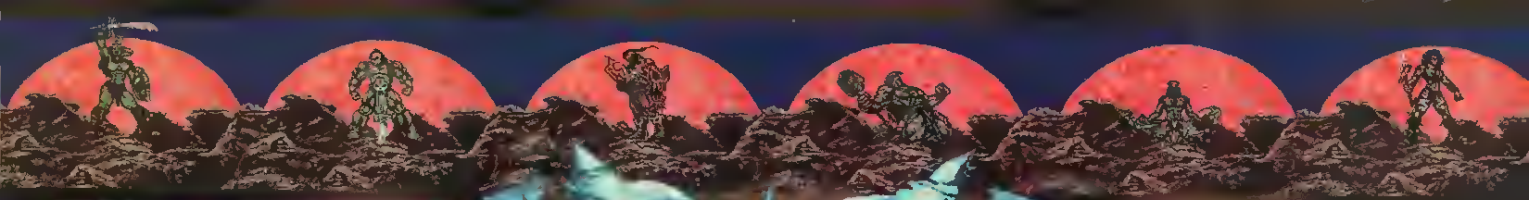
Graphically, DM delivers a dose of those trademark Virgin graphics with a dark, post nuclear look. The art is very good and the music grinds along nicely with the intense action.

Both side-scroll and Smash TV like overhead engines are used throughout, and the game is high on play mechanics and diversity. Sylvester shoots with an array of high powered guns, grapples on power lines, jumps and climbs, and grunts exactly as only he can. This is shaping up to be quite an adventure. We'll have a review on this glorious Genesis game next month. -Takahara

DEMOLITION MAN

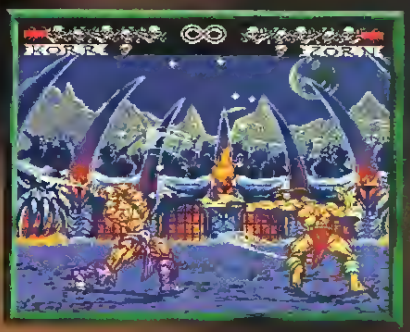
ACCLAIM • 16 MEG
ACTION • 1 PLAYER
AVAILABLE SEPTEMBER

GENESIS PREVIEW





WeaponLord



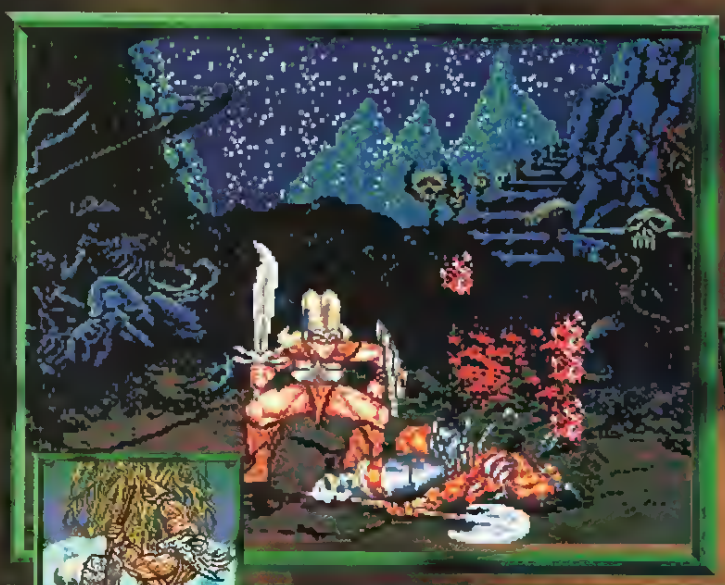
NAMCO/VISUAL CONCEPTS
24 MEG • FIGHTING
1-2 PLAYER(S)
AVAILABLE AUG.

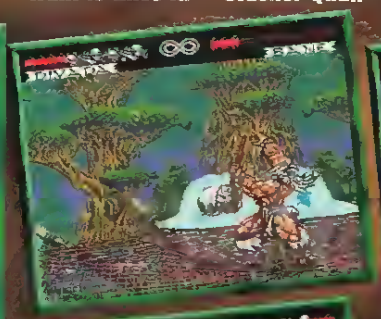
Namco has put the lintshing touches on WeaponLord, perhaps the greatest and certainly the last Genesis lighter. The good news is the Genesis version is quite close to the SNES. Of course the backgrounds are missing some color and the voices are a tad garbled, but otherwise it looks nearly identical...including all the line scrolling.

There are a variety of options which make this game perfect for home play. For instance, the Story Mode and the Arcade Mode actually have different endings! Also, if you beat the game with every character, you can assemble a secret password that enables you to use the DemonLord (the final boss) in the Story Mode.

WeaponLord is a fighting game with enough depth to keep you busy for weeks if not months. For example, if you catch your enemy's blade with your weapon and then two-in-one into a certain special move, you can break their weapon! This won't completely disable them, just shorten their range or reduce their damage. You can also humiliate the enemy by cutting off their hair or a piece of clothing. WeaponLord is full of game depth and strategy, and there are always new ways to string moves together for insane combos...you can even hit the enemy when they're down.

Look for a WeaponLord review in GF 16 next month, you don't want to miss it. —Slasher Quan



















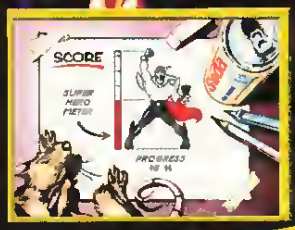
COMIX ZONE™



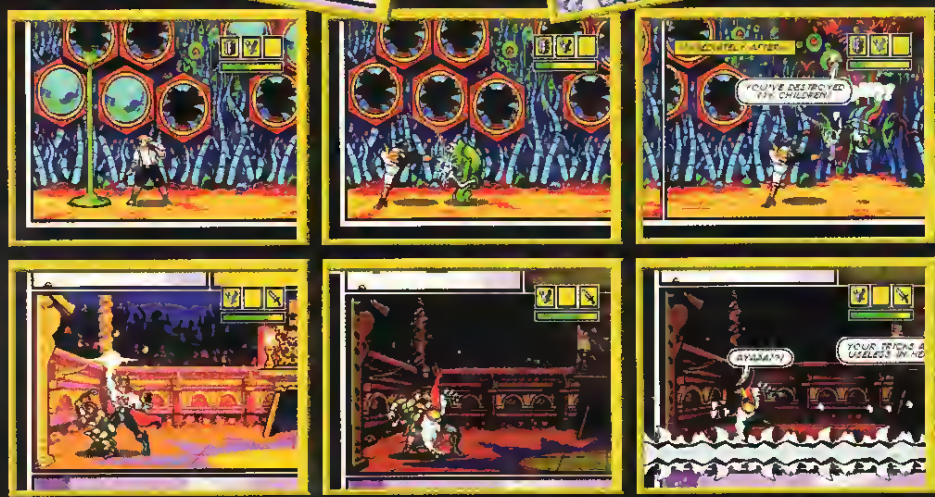












Playing Sega's Comix Zone makes me realize how much I am going to miss 16-bit. Have we really seen all the Genesis can do? I think the answer to that question is yes. At least visually, I think we've reached the pinnacle. But when it comes to game design, EWJ, Gunstar, Vectorman, and now Comix Zone will make you wonder... what would they (they being the development community) have done next?

Comix Zone is such a fresh new idea in gameplay that I can't see anyone, even those whom have already made the leap to 32-bit, passing it up. Similar to Ralph Bakshi's 'Cool World' which featured an artist (Gabriel Byrne) who ultimately gets pulled in to the comic book world he himself created, Sketch Turner falls victim to a similar fate in CZ. The evil character in his comic wants more than anything to become flesh and blood and if it means taking Sketch's place in the real world than so be it.

The game is set up on actual comic book pages with the dialogue unfolding in voice bubbles as the action progresses. You meet General Alissa Cyan as soon as you enter the Comix Zone and she stays with you lending a hand throughout the entire comic.

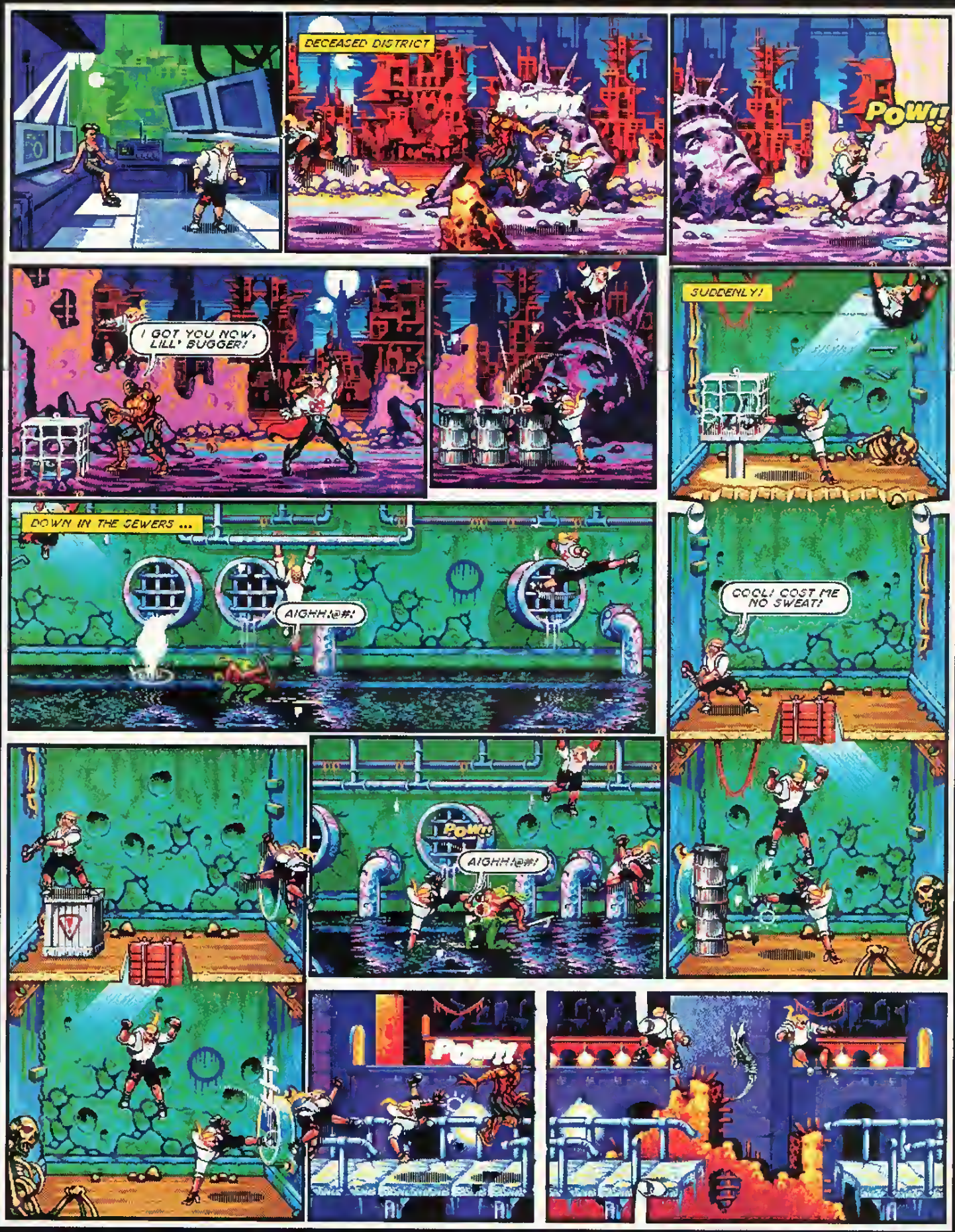
What grabs me the most about CZ is how well the designers, artists, programmers and musicians were able to pull this thing together and make it look and play so well. You get Aladdin-quality animation, amazing gameplay featuring a combo system, and more play mechanics than I can mention, a phenomenal story, and some of the best sound effects and music I have ever heard the system execute. This truly is a breakthrough game in every sense of the word.

There are many paths to take as you embark on each page, so the more you play the more you discover. Discovery is key in Comix Zone, as you simply will not complete a level without thinking, and listening to suggestions from Alissa. Some of the strategic elements in CZ are unbelievably inventive. Difficulty-wise Comix Zone presents a formidable challenge for even the most seasoned gamer and a high re-playability factor due to its many hidden secrets. Not only that the game is simply a joy to watch, read, and play. Hey, Sketch's idle consists of him taking off his shoe and taking a big whiff, how much cooler can you be?

Comix Zone is one of the few games I won't show a lot of in the review because with this format, it really would spoil some great surprise, and I'd rather leave those to you.

Bottom line, make a purchase here folks, and remember, Jim 2, Vectorman, and the Nomad 16-bit hand-held are all in the near future. 16-bit gaming is far from over!

-E. Storm


DECEASED DISTRICT
POW!!
I GOT YOU NOW, LILL' SUGGER!
SUDDENLY!
DOWN IN THE SEWERS ...
AIGHH!@#!
COOL! COST ME NO SWEAT!
POW!!!
AIGHH!@#!
POW!!!



SEGA
FIGHTING
1-2 PLAYER(S)
AVAILABLE NOW

ETERNAL CHAMPIONS
CHALLENGE FROM THE DARK SIDE

Sega Review

The Eternal Champion, the being created when time began, has called forth all his powers to bring about thirteen competitors: doomed souls from distant times who's deaths have left mankind on a path to chaos and ruin. Moments before their untimely demise, the Eternal Champion pulled them out of harm's way.

So shall begin the tournament, the winner is rewarded with the life that the Eternal Champion has saved once before. After defeating the others, the dominant fighter must prove himself by beating the Eternal Champion, or will die trying. All losers will die. Only the mightiest warrior will prevail!

There are now some thirteen wily competitors, each with somewhat tweaked playing abilities for much smoother play. The graphics from the original have been ported over to this version with only nominal enhancements made, so rate the graphics accordingly. If you liked the cart visuals you will be pleased with EC-CD. The SGI is certainly a welcome feature.

Largely improved upon was the soundtrack, which is now provided by luscious CD audio. The sound effects do sound better now than they did, but they lack the substantial impact of, say, Street Fighter sounds. This game's ultimate strength is in its storyline, possibly the best fighting game story to date. Just what is this being, this, Eternal Champion?

Of course, EC-CD is blessed with one super cool (not too overdone) aspect. That is the addition of insanely violent endings to matches. Instead of each fighter having his or her own "fatality" move, each STAGE has its own death sequence. The death scenes are, to put it mildly, hyper violent. The Arterial Red stuff flows like crazy all throughout!

Sitting down and favorably comparing playability in this game versus the established fighting game titles is a tough task. The frame rate is a bit sluggish so you simply can't put together any nice looking combos - without taking advantage of the game's many juggling opportunities.

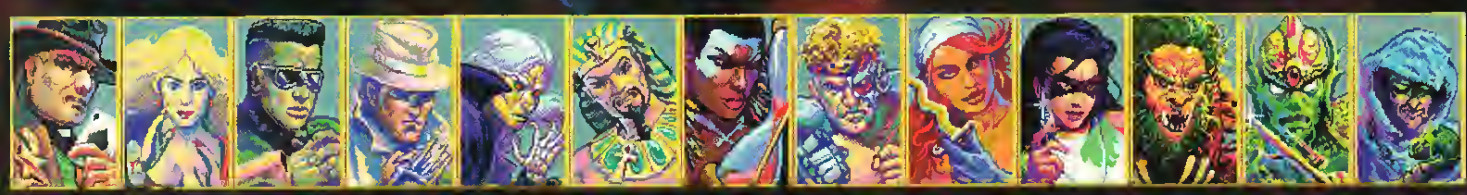
All in all, EC-CD is an enjoyable game. If you're into fighting games and simply can't play them enough, then you should certainly add this to your carnal collection.

- The Stalker









DAWSON MCSHANE | JETTA MAX | JONATHAN BLADE | LARCEN TYLOR | MIDNIGHT | RAMSES | RAVEN | RAX COSWELL | RIPTIDE | SHADOW YAMOTO | SLASH | TRIDENT | XAVER PENDRAGON



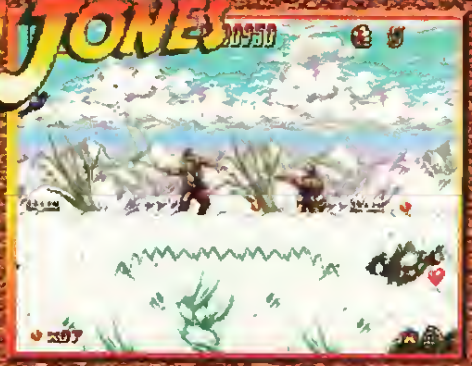


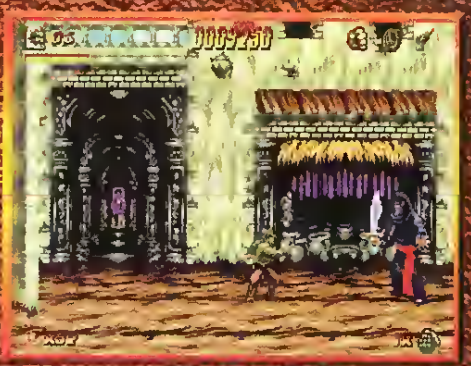


INDIANA JONES

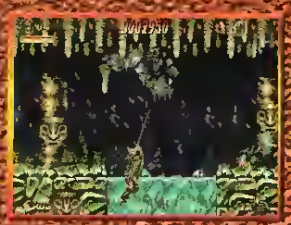
US GOLD • 16 MEG
ACTION/ADV.
1PLAYER
AVAIL. SEPTEMBER

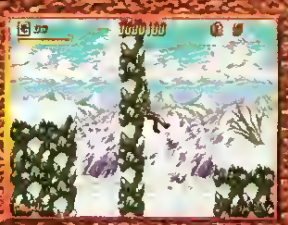
GENESIS PREVIEW

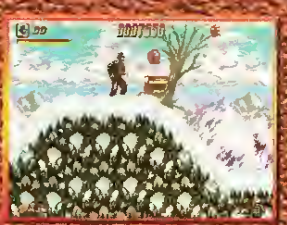


















Last year, JVC brought us The Indiana Jones trilogy for the SNES. With Indy's popularity still high here in the States (as Movie #4 goes into production), it was inevitable that a Genesis version would follow.

Other than a slight loss in character detail and color, the graphics are exactly the same in the Genesis Indy. Even all the Mode-7 special FX (the rotating boulder in the first level and the downhill sled ride for example) have somehow been faithfully re-created, and with convincing results. Although the game is unfinished at the moment, U.S. Gold has assured us that each and every level from the SNES game will be included, so expect a Star Wars length adventure. One thing that really stood out in the SNES Indy was the high quality sound samples and music, so in this area the Genesis Indy has a tough act to follow.

One thing is for sure however, the gameplay feels every bit as tight as the SNES Indy and all the play mechanics are present. Look for Indy and a subsequent review this Fall.

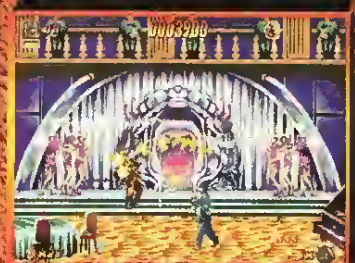
-K. Lee











X-BAND Goes On-Line!

It's 10 p.m. on a Saturday night. Your brother's out on a date and you're sick and tired of playing the boring CPU opponent on Super Street Fighter II. What to do? Plug in your X-Band, dial into the local number, and...presto!, you're instantly connected with a REAL LIFE opponent somewhere else in the U.S.

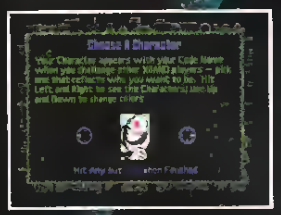
You have no way of knowing anything about this guy. His name is "Whizzer," and his taunt says "I haven't showered in days, luckily you can't smell me" Hmm...sounds full of himself, huh? He summons DeeJay, and you pick Ryu...easy victory! He switches to E. Honda and hundred hand whecks you to death, 1-1. The battle rages back and forth, until finally it's 4-4. He chooses Cammy hoping to throw you off as you stare at her beautiful thighs, and you bring out ol' Sagat. It's close, he tries to cheap you with a mule kick...Tiger Uppercut! You win 5 games to 4 and earn an additional credit, and he is defeated. Hit the showers smelly!!

America...On-Line

This is what it's like on X-Oand, the first-ever video game modem in the U.S. Here's how it works. You purchasn either the SNES or Genesis version, then spend a flat rate ($4.95 or $9.95 per month) for access privileges. You get to create an on-screen persona (the X-Band can save up to four ot 'em), complete with your own icon, bio into, and taunt. Ooth you and your opponenl must own the game you want to ptoy, and you can't play Genesis vs. SNES or vice verso (for now).

Once you've got it all set up, you plug ie the game you want to play and hil Start. The modem AUTOMATICALLY dials into a local number which is on X-Band server, and searches tor an opponenl who has also dialed in and wanls to play. Once an opponent is found, either you will call lhem or they'll call you (it's random who has to ptace the call). Then away you go!

When you connect, lt's more than just tun and games—you're playing tor status. Your persona has a ranking, slarting at white belt and progressing all the way to black belt. Each timn you win you get a point, and you must earn many points to advance in ranking. Practice is important, bncause X-Band is planning to hold on-line tournaments. tn tact, tournamenls were held on tive dittert Genesis games last March, each with a grand prize ol a cool $1,000.



Cruisin' the Net

X-Band offers a lew tnatures bnyond just head-to-head game play. When you log in you can check out news and announcements tor X-Oand users. Your persona also acts as an e-mail address, so it you want you can send e-mail to anyone with an internet account. You can also send "X-mait" to any X-Band opponent you've ever played and stored in your records. Typing in mail with the hunt-and-peck intertace is slow and annoying, but the good news is X-Oand is planning to release Genesis and SNES keyboards in August tor around $35 each.

Parental Discretion

Considering that you can play opponents across the country, there's a big potential tor liffle Jimmy to run up the lamily phone bill

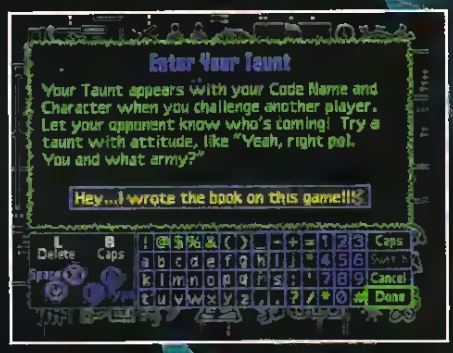


to astronomical tigures. Fortunately X-Band provides ways tor parnnts to reign in X-Band usagn. Parents can choose to control the number ot hours a player can spend on X-Band, and whether the user can call long distance opponents or only local opponents. X-Band and MCI have also teamed up to offer a special rale: $3.95 per hour tor any X-Oand calls to anywhere in the country.

How Does It Feel?

So, with all its teaturns, how tun is using the X-Oand? Well, overall it's surprisingly good. The modem is a paintully underpowered 2400 baud, but amazingly game play is tairly responsive. However, you will definitely notice a bit ot a lag while playing the gomn (your commands aren't always 100% preciso). For example, doing o Ryu Oragon Punch works but just leels a bit ott. The tarther away the opponont Is, the worse the lag time.

X-Band has a tew other major problems you should know about. First, the Genesis version has no way to



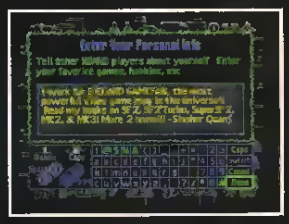
add a pretix or suffix to a number, and the SNES version only offers o prelix. What lhis means is thal it you must dial "9" before any number, you can't use the Genesis X-Band. And it you must diol a multi-digit IO code after ony number, you can't use either version.

Another problem is on-line plug-pulling and cheating. A lot of players HATE losing, so it they're about to tose they'll simply disconnect during the match. t personally think that whoever is ahead should automatically win when there's a disconnect...but X-Band officials say at this time they can only issue warnings to those who disconnect. That's a pretty crappy way to handle it in my opinion, because at least halt ol all opponents disconnect right bntore they lose. X-Band is working on ways to detect who disconnects so they can be punished, but the detection isn't working with 100% etticiency ynt.

On the subject ot cheating, people go beyond just disconnecting. You know how in the Gnnesis SSF II options menu, you can switch the controller trom human to CPU control? Well, I was playieg someone on X-Oand and the jerk switched me trom human to CPU control so I couldn't play. He then beat the CPU and got the victory!

Finally, one other problem: you won't always tind an opponenl. It you call during evening or on the wenkend you can usually tind someone, but it you're calling at 4 a.m. on Tuesday, don't nxpect to tind an opponent. Hopntully, as more peopln buy X-Band, lhnre will be more pnople to play. Another annoyance is you can't call a friend OIRECTLY, you must both first call the X-Oand server. You can search for each other on-line, but this is still a bit obnoxious (although ettective).

It you're wondering whether or not X-Band ever "changes" games, the answer is yes...but only il il's o major bug. For example, in NBA Jam there's a bug where the wrong team occasionally gets credit tor a score. X-Oand has corrected this so it never happens on-line.



Coming Soon

Overall X-Band is o great deal ot tun and a terrific value tor the pricn, but the X-Band people really need to get their act together on the rules and cheating prevention. X-Oand is now available in tive markets: New York, Los Angeles, San Francisco, Oallas, and Atlanla. The X-Band witl be nationwide by year's ned, but it you just can't wait you can call the 000 number to order it.

tn the luture, X-Band ts considering support tor PlayStation, Saturn, and Ultra 64...one ot the 32-bit modems should be out by the end ot '95, with the othnrs due sometime in '96. The company also cloims to have 200 game developers signed on, which should mean certain future games will be "optimized" tor X-Band and have special features pre-programmed tor thn modem. And here's the coolest eews ot all: the next-generation X-Bands will be equipped lor multiplayer action by the end ot '96. Just imagine, eight-player X-Band Ooom ovnr a server!









X-BAND FAST FACTS

- Price: $29.99 (either version)
- Blockbuster Special Offer: buy X-Band lor $19.99 plus gel four lree game rentals (expires mid-August)
- You pay for all long dislance phone charges
- $9.95/month for unlimited connections, or $4.95 lor 50 connects
- $3.95/hour for lhe MCI X-Band Nationwide plan
- Mail order: 800/X-4-XBAND

X-BAND GAMES LIST

GENESIS
Currenl:
- Mortal Kombat
- Mortal Kombat II
- Madden NFL '95
- NHL Hockey '95
- NBA Jam
- Super Street Fighter II

Fulure:
- WeaponLord
- NBA Live '95

SUPER NES
Currenl:
- Mortal Kombat II
- NHL Hockey '95
- NBA Jam TE
- Super Street Fighter II
- Madden NFL '95

Future:
- Killer Instinct
- WeaponLord
- Comanche

SPECIAL ANNOUNCEMENT TO TECMO® SUPER BOWL FANS

This fall, Tecmo will be releasing ***TECMO SUPER BOWL III: FINAL EDITION*** for both Super Nintendo and Sega Genesis systems.

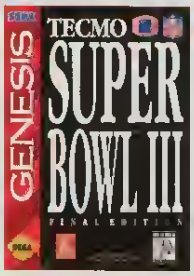
Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of ***TECMO SUPER BOWL III: FINAL EDITION*** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from ***JUNE 15, 1995 TO AUGUST 1, 1995***.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of ***TECMO SUPER BOWL III: FINAL EDITION*** by placing a non-refundable deposit between ***JUNE 15, 1995 AND AUGUST 1, 1995***.

In order to assist you, Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any participating retailer.

TECMO SUPER BOWL III: FINAL EDITION



CHECK OUT SOME OF THE NEW FEATURES:

- New, updated player rosters
- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



TSB III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!

cut here

TECMO SUPER BOWL III: FINAL EDITION

RESERVATION/DEPOSIT FORM:

Dear Retailer:

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions.

Name _____ Amount of Deposit $ _____

Address _____ Store Stamp or Receipt

City _____ State _____ Zip _____

Phone Number _____

THANK

Reserve me____copy(s) of Super Nintendo ❑ or Sega Genesis ❑

TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995. Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility. All Nintendo products are licensed by quality to use only with other authorized products bearing the official Nintendo seal of quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

NFL PLAYERS

NFL

GENESIS™

SEGA

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TECMO 16 Bit SPORTS

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KIDS TO ADULTS K-A AGES 6+

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501 Phone (310) 787-2900 Fax (310) 787-3131



It figures. The greatest baseball game of all time is released in Japan...and Sega of America isn't going to bring it out in the U.S. until the end of this year. If you want to experience the ultimate baseball game, get your Saturn fixed to play Jap CDs and pick this one up RIGHT NOW! It's that simple.

Greatest Nine's game play is almost perfect. The control is like other games, but (at last!) uses all eight buttons (including L and R) for commands. Pitchouts, leads, sliding left and right on the mound, adjusting fielder positions...very nice. You can even swing for different effects, such as a grounder or long ball.

Overall I loved the game play, but I really hit the floor when I saw the graphics of this visual masterpiece. There are four count 'em four different camera angles for fielding, which vary from right on the field (Low) to btimp's-eye-view (High). You can also choose Random, which cycles through the views every play, or Chase, which is sort of a behind-the-ball cam. I couldn't believe the smoothness of the view and camera scrolling—there's no jerkiness whatsoever!

Greatest Nine features authentic Japanese big league teams and running commentary. You can even choose from SIX different announcer dialects. This has to be the single most entertaining aspect of the game: listening to play-by-play in Japanese. Trust me, it's even better than a poorly-dubbed kung fu flick. The cinema scenes and stats screens are all rendered, and the hip-hop intro is actually pretty jammin'.

Greatest Nine is a game with REAL lasting power. It's fun and fast-paced for two players, and you get plenty of options such as several stadiums, day/night select, and control over

GREATEST NINE

GF Sports 97 points





SEGA OF JAPAN
SIMULATION • 1-2 PLAYER(S)
AVAILABLE NOW JAPAN

SEGA SATURN



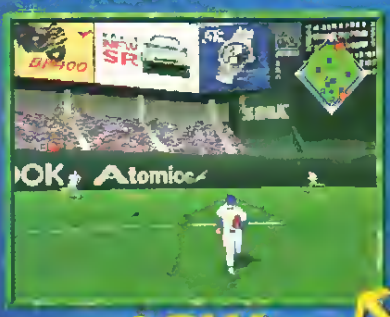










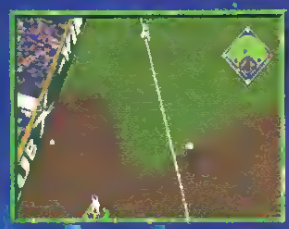


MULTIPLE CAMERA ANGLES!









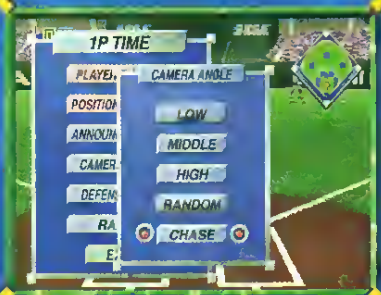


LOW



HIGH



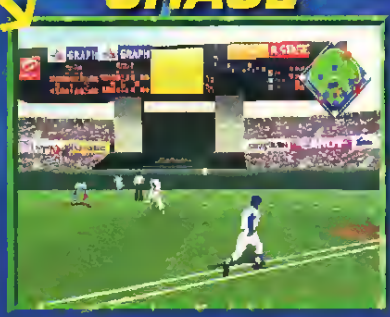


MEDIUM





CHASE



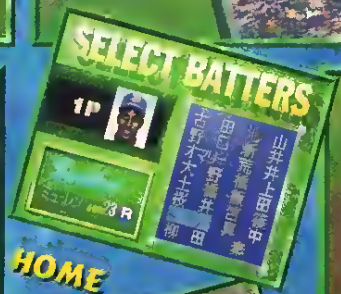




















the number of innings. There are many modes such as pennant race, tournament, all-star game, and home run contest. You can even edit the teams (if you can read Japanese it helps). The access time is minimal, so this game has it all: simulation and arcade-style action.

I hate to nitpick at GN because it truly is one of my favorite sports games ever, but I have to mention two complaints with the control. First, I wish there was a wider variety of pitches, activated by several different buttons. Second, two fielding commands are jammed into one button. Jumping catches are a tap of C and diving catches require you to hold C. I wish these two commands were activated by different buttons. Considering the above minor drawbacks, I'd say GN just isn't quite 100% optimized for the six-button controller...maybe next time.

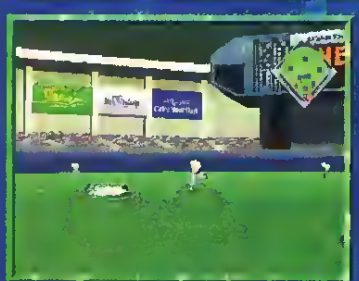
Other than my minor game play criticisms, the only thing I wish GN had was U.S. major league teams and players...but I can't wait around until the end of this year. Now's the time, the boys of summer are here (from Japan)...play ball!

—Cal Cavalier





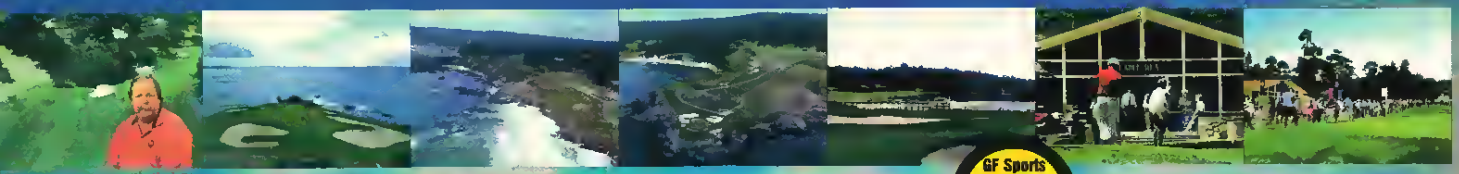












PEBBLE BEACH GOLF LINKS

GF Sports 90 points

SOA/T&E SOFT
SIMULATION
1-4 PLAYER(S)
AVAILABLE NOW









I am so happy, the Saturn is here and already Sega Sports has a mega line-up on the way. Daytona's out there of course, and so is Pebble Beach Golf Links, a superb golf sim from the masters at T&E Soft.

Pebble Beach is a complete package. First off the graphics are incredible, combining sharp flat-shaded polygons during the 3D ball-cam view with awesomely detailed graphics during the still "swing" shots (you'll swear you can see every blade of grass). There are also oodles of FMV displays, which are a bit grainy (not quite VHS quality), but many jumps better than the FMV you're accustomed to in Sega CD games. The FMV features hole summary's by the great Craig Stadler as he points out strategies and intricacies for each hole.

There's an array of game play options, including match play, tournament, or the skins game. The control is very nice and has new options not found in previous golf carts such as PGA Tour. For example, you can adjust your tee-off placement or your foot position. T&E Soft has a shining track record with golf sims, but the company outdid itself with Pebble Beach. All the extras like topographic maps, realistic physics, ball effects in bunkers, and wind provide the precise (and occasionally unpredictable) game play golf enthusiasts want.





The game play may not be many steps ahead of PGA Tour (my favorite golf sim until now), but add in the graphics and this one is a must-play. There is some access time, but it's not too bad.

Really, the only thing missing from this disc are more coerses—there's only one, Pebble Beach. However, there are many treats and features to keep you happy, such as the ball-cam, replays, and a save feature which even records "miracle shots." Occasional golfers will like Pebble Beach, but diehard duffers will love it. -Cal Cavalier











STREET FIGHTER ALPHA WARRIORS' DREAMS

CAPCOM

Welcome back, Street Fighter Alpha got moved up and (surprise!) should be in nationwide release by mid-July! Quick review: Overall, SFA is a very worthy addition to the series. On the plus side, the graphics for almost everyone (especially Sagat and Guy) are astonishing, auto-blocking is now gone (thank god), and the game is hyper fast! The Alpha Counters add a lot to the strategy, and the three-Level Super system is a welcome ugrade. On the other hand, SFA's negative points include a disappointing lack of enough backgrounds, less-than-spectacular parallax, not enough characters, and my personal distaste for air blocking. I also wish Birdie looked/played more like he did in SF1. I can't place it ahead of SSF2T because Turbo had six more playable characters (not counting possible hidden characters), but SFA is definitely one of the best fighting games of all time. SFA's game play is still Street Fighter, and that's what counts the most! Check out the following strategy guide, and stay tuned to GameFan for updates as new secrets are discovered! —Slasher Quan & Nick Rox (strategy by INKLBOT)



TIERED SUPER MOVE SYSTEM

In SFA characters can now store up to THREE Super moves. Every Super Move also now has three levels of effectiveness, corresponding to the three levels of the Super meter. When you do a Super move, the number of buttons you hit determines which level is used. For instance if you do Ryu's Super Fireball (the Vacuum Fireball) and hit one punch button, Level 1 is used. If you hit TWO punch buttons Level 2 is used, and if you hit all three punches Level 3 is used. (Extra tip: TAPPING the button sometimes increases the effectiveness of the Super, i.e. Guile's Sonic Break.)

So if your Super meter is charged to Level 3, you could do either one Level 3 Super, a Level 2 Super followed by a Level 1 Super, or three Level 1s in a row...you get the idea. Higher-level Super moves do more hits, do more damage, have better range, and have better invulnerability than lower-level Super moves. Level 2 is only a small jump in damage over Level 1, but Level 3 is a huge jump over Level 2. Three Level 1 Supers generally seem to do more damage than one Level 3 Super.

NEW JUGGLE COMBO SYSTEM

In SSF2T, you will remember that only certain attacks, such as Ryu's jumping Strong, could "juggle" an opponent in the air. Juggle hits not involving a Super were limited to three hits. Juggling has changed greatly in SFA; any attack can now initiate a juggle combo. To actually juggle your opponent after the first hit, you can still only use moves which juggle by nature (such as most Super moves or Sagat's Tiger Uppercut). The ability to initiate a juggle with any attack is a MAJOR help. This means juggle combos such as Ryu's low Roundhouse two-in-one into a Super Fireball now work. Also, when an enemy jumps in Sagat can do a standing Strong two-in-one into a Fierce Tiger Blow (Uppercut)...experiment!

NEW CHAIN COMBO SYSTEM

Street Fighter's most popular combos involved "two-in-ones," where you do a normal move and then immediately cut into a special move. For example, Ryu could do a standing Fierce and immediately go into the Fireball, cancelling the end of the Fierce's animation. This was awesome but you could never two-in-one a normal move into ANOTHER normal move...until now. Similar to DarkStalkers, in SFA you can two-in-one a normal move into another normal move. For example, Charlie can do a low Jab into into a low Forward. This technique is called "chaining" normal moves together. Almost ALL the combos we show use chaining, so practice...basically you have to hit the buttons very, very fast in sequence!

ALPHA COUNTERS

This is a guard reversal. Basically, you must first block a move, then IMMEDIATELY do the appropriate motion. You will cut out of the block animation and immediately do a counter-attack. This works against any normal move, special move, fireball, or even Super move. If the positioning or timing is wrong, your Alpha Counter can be blocked. Alpha Counters use one level of your Super meter. Here are some good times to use the Alpha Counter: 1) In a corner trap. If your opponent tries to jump out of the corner, block and Alpha Counter, which will knock 'em back into the corner. 2) Point-blank fireball. Most ACs have enough reach to smack someone who's just thrown a fireball from up close. 3) During Supers. Executing a rushing Super against a blocking opponent is now suicidal. It's easy to Alpha Counter these, often snubbing the remaining hits of the Super. Of course, if your meter's not charged, you're pretty much hosed.



AIR BLOCKING

Yes, you can air block in SFA. Simply hold Back in the air. This works against fireballs, regular attacks, uppercuts, you name it. However, for specials such as uppercuts, the attack must be IN FRONT of you for this to work. If the uppercut is coming from below, you can't block. Timing is key!

GROUND ROLL

When you're on the ground, simply double-tap the joystick forward to roll away. Anyone can do this!



RYU



The heart of this valiant fighter has been stirred to relentlessness by tales of "a man of mysterious powers!"



SPECIAL MOVES



Fireball	Dragon Punch	Hurricane Kick	Rushing Strong	Turn Kick
↓↘→ + Punch	→↓↘ + Punch	↓↙← + Kick	→ + Strong	→ + Forward
"Hadoken"	"Shoryuken"	"Tatsumakisempukyaku"		"Sempukyaku"

SUPER MOVES



Vacuum Fireball	Vacuum Hurricane Kick	Alpha Counter
↓↘→↓↘→ + Punch	↓↙←↓↙← + Kick	Block & ←↙↓ + Punch
"Shinkuu Hadoken"	"Shinkuu Tatsumakisempukyaku"	

POWER COMBOS

- Triple Kick Chain Combo (4 Hits/Beginner)



1) Low Short. 2) Low Forward. 3) Low Roundhouse.

- Vacuum Super Juggle Combo (6 Hits/Expert)



1) Deep Cross-Up Roundhouse. 2) Standing Fierce. 3) 2-in-1 into the Vacuum Hurricane.

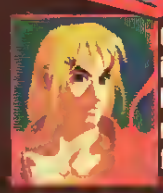
STRATEGIES



In SFA Ryu can augment his traditional style with short, offensive bursts. Ryu should try for a chain combo ending in a Fireball. If your opponent blocks and you get pushed out, either go right back on the defensive or use the new Turn Kick to hop back inside. Be careful on defense. Ryu's Fireball/DP traps aren't as effective anymore!

If you're playing against a fireball character, be careful with your Super Moves. When you see your opponent throw a fireball, quickly counter with a Super Fireball. Resist the temptation to throw Supers randomly. Getting only three ticks of blocked damage from a Super is a waste. Also, Ryu's Hurricane Kick now EASILY passes over any projectile other than Rose's or Sagat's High Tiger!

KEN



On the road in search of Ryu, the man who felled Sagat!



SPECIAL MOVES



Fireball	Dragon Punch	Hurricane Kick	Ground Roll	Swing Kick
↓↘→ + Punch	→↓↘ + Punch	↓↙← + Kick	↓↙← + Punch	→ + Forward
"Hadoken"	"Shoryuken"	"Tatsumakisempukyaku"		

SUPER MOVES



Violent Dragon Punch	Spiral Dragon	Alpha Counter
↓↘→↓↘→ + Punch	↓↘→↓↘→ + Kick	Block & ←↙↓ + Punch
"Shoryu Reppa"	"Shin Ryu Ken"	

POWER COMBOS

- Hurricane Chain Combo (4-7 Hits/Intermediate)



1) Low Short. 2) Low Forward. 3) 2-in-1 into Roundhouse Hurricane.

- Super Violent Dragon Combo (6 Hits/Expert)



1) Low Short. 2) Standing Forward (Stuck Neutral). 3) 2-in-1 into Violent Dragon Punch.

STRATEGIES



Ken is best when played offensively. His Ground Roll goes through fireballs, so getting in should be no problem. His Hurricane also passes all fireballs except Rose's and Sagat's High Tiger. There are several things Ken can do once he gets inside. One possibility is to simply do a chain combo, throw a fireball, and get out. A more stylish alternative is to two-in-one a Roll onto the end of a chain combo, and keep attacking! Using different Rolls, Ken can roll either right in front of his opponent (for another combo), or through his opponent to the other side. Rolling through takes longer, but if you catch your opponent napping, you can combo them before they switch their block.

CHUN-LI



The search for her lost father has led her to become a cop. Now on the trail of the drug cartel!



SPECIAL MOVES



Fireball
← hold → + Punch
"Kikoken"



Axe Kick
→↘↓↙← + Kick



Lightning Kick
Press Kick rapidly
"Hyokuretsu Kyeku"



Spinning Air Kick
↓ hold ↑ + Kick
"Tensho Kyaku"

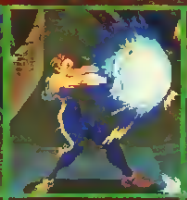
SUPER MOVES



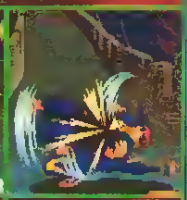
1000-Burst Kick
← hold →←→ + Kick
"Senretsu Kyaku"



Spinning Shadow Kick
↙ hold ↘↙↑ + Kick
"Kazan Tensho Kyaku"



Power Storm
←↙↓↘→←↙↓↘→ + Punch
"Kikosho"



Alpha Counter
Block & ←↙↓ + Kick

POWER COMBOS

• Low Chain Combo (3 Hits/Beginner)



1) Low Jab.



2) Low Strong.



3) Low Roundhouse.

• Triple Super Corner Combo (10 Hits/Expert/Corner Only)



1) 1000-Burst Kick.



2) Power Storm.



3) Spinning Shadow Kick.

STRATEGIES



Chun-Li's new Axe Kick makes her a much more effective up-close fighter. Use a combination of Roundhouse Axe Kicks, few Forwards, and low chain combos to push your opponent into the corner. Since you're doing lots of low attacks, you should almost always have a Spinning Air Kick charged. Use this to punish anyone who tries to jump out of your trap. Once you've got this basic strategy down, really start to mix things up. Try pseudo combos like standing Short, low Forward, Roundhouse Axe Kick. This isn't a true combo, but it forces your opponent to switch between high and low blocks. Once you have your opponent cornered, keep poking around, and if you see them try to counter-sweep, hit 'em with a Thousand Burst Kick. The key to doing the Expert combo is to start the motion for the next Super early. Start doing the Power Storm when Chun is almost done with her Thousand Burst Kick, etc.

SAGAT



Wounded in the chest by Ryu and burning with the desire for revenge!



SPECIAL MOVES



High Tiger Shot
↓↘→ + Punch



Low Tiger Shot
↓↘→ + Kick



Tiger Blow
→↓↘ + Punch



Tiger Crush
→↓↘ + Kick

SUPER MOVES



Tiger Genocide
↓↘→↓↘→ + Kick



Tiger Rage
↓↙←↓↙← + Kick



Tiger Cannon
↓↘→↓↘→ + Punch



Alpha Counter
Block & ←↙↓ + Kick

POWER COMBOS

• Chain Uppercut Combo (3 Hits/Intermediate)



1) Standing Jab.



2) Standing Strong.



3) 2-in-1 into a Fierce Tiger Blow.

• Crossing Genocide Combo (7+ Hits/Expert)



1) Deep Cross-Up Forward.



2) Standing Jab.



3) 2-in-1 into the Tiger Genocide.

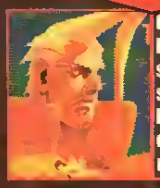
STRATEGIES



Sagat is slow on the ground, so avoid running around. Hold your opponent at bay with Low Tiger Shots and make them come to you. The High Tiger Shot is ideal for snuffing leaping specials, such as Guy's Air Slam and Adon's Jaguar Kick. Sagat's kicks have excellent range. Use them to poke at an opponent who manages to get through your Tiger Shot defense.

All three of Sagat's Super moves go through Fireballs (the Tiger Rage must be Level 2 or 3, but the other Supers go through Fireballs at Level 1). Use lots of fakes and be patient, eventually your opponent will mess up and throw a Fireball...do the Super on reaction!

CHARLIE



Operating as a lone wolf, he seeks to expose shady dealings between drug cartels and the military.



SPECIAL MOVES



Sonic Boom	Flash Kick	Lunging Forward
← hold → + Punch	↓ hold ↑ + Kick	→ + Forward

SUPER MOVES



Sonic Break	Strobe Kick	Crossfire Blitz	Alpha Counter
← hold →←→ + Punch Repeatedly	↙ hold ↘↙↑ + Kick	← hold →←→ + Kick	Block & ←↙↓ + Punch

POWER COMBOS

• Corner Chain Barrage (8 Hits/Intermediate/Corner Only)



1) Jumping Forward. 2) 2 Low Jabs. 3) Low Short. 4) Low Forward. 5) Sonic Boom

• Crossing Flash Combo (5 Hits/Expert)



1) Deep Cross-by Forward. 2) Low Short. 2) Low Forward. 3) Roundhouse Flash Kick.

STRATEGIES





Charlie lacks Guile's range on his kicks, demanding a different style of play at high levels. Use the Flash Kick early to kick over close fireballs and hit your opponent. At times, you can even use it to tick away blocked energy, landing far enough away for retaliation. Charlie should be played offensively. Follow your Sonic Booms in and push your opponent into the corner. Once there, mix up Sonic Boom combos with throw attempts, and get your meter high enough to do a Level 2 Super. From there, you can use your Cross Fire Blitz (Level 2 or higher) to punish a close-range fireball attempt. A good cheap tick is to hit the enemy with your Lunging Forward (which is now a top-down attack), then throw them.

Charlie's Sonic Break can throw multiple Sonic Booms. After the first one is launched, you press the Punch button to throw additional Booms (2 at Level 1, 3 at L2, and 4 at L3). Depending on timing, you can make the Booms come out nearly touching each other, or over a Boom's length apart. While you're doing all this, you can be charged for one more normal Boom!

GUY



To hone his skills into real fighting prowess, this Bushin Style ninja expert is earning his stripes on the streets!



SPECIAL MOVES



Bushin Hurricane Kick	Dash Step	Dash Slide	Dash Crescent Kick	Bushin Air Attack
↓↙← + Kick	↓↘→ + Kick + Short	↓↘→ + Kick + Forward	↓↘→ + Kick + Roundhouse	↓↘→ + Punch + Punch (Far=Elbow, Close=Throw)

SUPER MOVES



Shadow Barrage	Rising Fury	Alpha Counter
↓↘→↓↘→ + Kick	↓↘→↓↘→ + Punch	Block & ←↙↓ + Kick

POWER COMBOS

• Flip Kick Chain Combo (3 Hits/Beginner)



1) Low Short. 2) Low Forward. 3) Flip Kick (↘ + Roundhouse)

•Hurricane Juggle Combo (4 Hits/Expert)



1) Standing Fierce when they jump. 2) 2-in-1 into a Roundhouse Hurricane.

STRATEGIES





Guy is most effective when fighting up close. Because of this, most people will try their best to keep Guy away. To get inside, use the Bushin Air Attack (this will take you over fireballs). Once you clear the fireball, hit punch to fall straight to the ground. Guy's Dashing Crescent is another good way to advance on a defensive opponent. Mix things up between the flying kick, the slide, and just running in and throwing. The Hurricane Kick goes through Fireballs.

Once inside, Guy can use his chain combos to harass his opponent. Combine the chain combos with his up-close flying kicks and elbow smashes, both of which hit crouching opponents. Guy can also two-in-one a Bushin Air Attack on the end of any of his combos. This is especially useful against super-defensive players. Guy's Super Moves aren't particularly effective, so Guy is better off using his chi to Alpha Counter his opponent's blows.

Boost moves: hold Down-Toward and Roundhouse for a flip kick, and Toward with Strong for a special rushing punch

SODOM



Roaming the world in search of powerful allies to help him rebuild the dismantled Mad Gear.



SPECIAL MOVES



Daikyo Burning	Powur Drop	Jigoku Scrape	Slide
360° + Kick	360° + Punch Butsumutsu	→↓↘ + Punch	↓ + Roundhouse

SUPER MOVES



Super Jigoku Slash	Omega Slam	Alpha Counter
↓↘→↓↘→ + Punch	720° + Punch	Block & ←↙↓ + Punch

POWER COMBOS

• Sliding Chain Combo (3 Hits/Beginner)



1) Standing Jab. 2) Standing Strong. 3) Low Roundhouse Slide.

• Neck Scrape Combo(4 Hits/Expert)



1) Deep Cross-Up Forward. 2) Standing Strong. 2) Standing Roundhouse. 3) 2-in-1 into a Fierce Scrape.

STRATEGIES



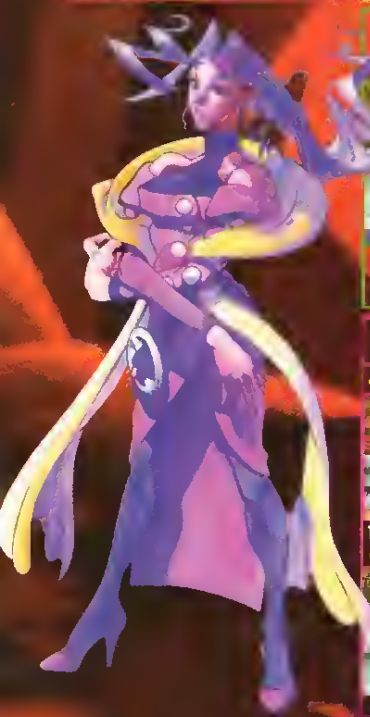
Sodom's main strength is not his SPD-like moves, but his running Jigoku Scrape attacks. Sodom can use them to poke, move his opponent into the corner, and set up other attacks.

The Daikyo Burning isn't particularly useful, since it can be blocked. It may be possible to put this move in a combo, which would help a lot. One bonus to this move is that Sodom drags his opponent all the way across the screen, leaving them cornered at the move's end! Sodom seems to be a tinesse big man. He's got high-powered, bruiser moves, but he requires experience and patience to play well.

ROSE



On a mission to track down evil forces and stamp them out with her "soul power."



SPECIAL MOVES



Soul Spark	Soul Reflect	Soul Throw	Slide
←↙↓↘→ + Punch	↓↙← + Punch	→↓↘ + Punch	↘ + Forward

SUPER MOVES



Aura Assault	Aura Throw	Soul Illusion	Block & ←↙↓ + Punch Then Attack!
↓↙←↓↙← + Punch	↓↘→↓↘→ + Punch	↓↘→↓↘→ + Kick	

POWER COMBOS

• Excessively Long Chain Combo (5 Hits/Intermediate)



1) Jumping Fierce. 2) Low Jab. 3) Low Short. 4) Low Forward. 5) Low Roundhouse.

• Neck Kick Triple Combo (3 Hits/Intermediate)



1) Deep Cross-Up Forward. 2) Low Forward. 3) Standing Fierce.

STRATEGIES



Rose is a finesse player. She can do some pretty nasty things to fireballers. One nice trick is to reflect a Fb, then follow it with a couple of slides. You can close the distance to your opponent this way and punish them with a standing Roundhouse or a 4-hit chain combo. If they try to jump over their own fireball, Soul Throw them.

The Soul Reflect is quick enough that you can prance around Roundhouse sweep range, reflecting every now and then. Your Jab Reflect absorbs Fireballs into your Super meter, Strong reflects fireballs horizontally, and Fierce reflects at an up-diagonal. If your opponent likes to gush people back with Fireballs (as Ryus love to do), you can reflect it and hit them while they're still in Fb-stun! Rose's Super Moves don't do much damage, which may be her biggest weakness. I tend to use my Super meter for counter-attacks, followed by 4-hit combos.

FanTip: The first few animation frames of the Aura Assault will reflect fireballs. Time this Super correctly and Rose will reflect an incoming fireball, then do her Super for more hits.

BIRDIE



Figures the underpaid life of a bodyguard is for the birds. He has sat out on a single-minded pursuit of money and fame!



SPECIAL MOVES



Dash Headbutt
← hold → + Punch



Turn Headbutt
Hold any two Punches or Kicks for two seconds, release.



Murderer Chain
360° + Punch

SUPER MOVES



Murder Jackhammar
←↙↓↘→←↙↓↘→
+ Any Punch



Thrasher
← hold →←→ + Punch



Alpha Counter
Block & ←↙↓ + Punch

POWER COMBOS

• Corner Headbutt Combo (4 Hits/Intermediate/Corner Only)



1) Jumping Deep Fierce. 2) Standing Short. 3) Low Fierce. 4) Fierce Dash Headbutt.

• OJ Combo (3 Hits/Expert)



1) Jumping Deep Fierce. 2) Low Jab. 3) 2-in-1 Fierce Murderer Chain.

STRATEGIES



Center your strategy around the Murderer Chain. This moves does the most damage of any non-Super in the game, so it's worth taking a few lumps to do. Use Jab and Strong Dash Headbutts to move in while poking with Birdie's slow, but high-priority standing Fierce. The Turn Headbutt can be used to pass fireballs! It only requires that two buttons be held, so you can charge a Turn 'Butt and still have access to any one punch (or kick) button.

Birdie's jump is very low & quick. This causes problems when jumping over fireballs. Practice your timing on jumping in...it's easy to punish overzealous fireballers. You can also jump in and block Flash Kicks, etc.

Never squander Supers with Birdie. Any fireball attempt should be immediately quashed by a Jackhammer. Once your opponent is taken out of his traditional fireball patterns, he's open to all sorts of other mean tricks. The threat of a Super move is often just as effective as the Super itself.

ADON



Seeking to send the wounded Sagat to his death and lay claim to the title of "the most dangerous man alive!"



SPECIAL MOVES



Jaguar Kick
←↓↙ + Kick



Jaguar Tooth
→↘↓↙← + Kick



Rising Jaguar
↓↘→↗↑ + Kick

SUPER MOVES



Jaguar Rush
↓↘→↓↘→ + Punch



Jaguar Fury
↓↙←↓↙← + Kick



Alpha Counter
Block & ←↙↓ + Kick

POWER COMBOS

• Corner Juggle Combo (4 Hits/Intermediate/Corner Only)



1) Low Jab. 2) Low Strong. 3) 2-in-1 into Roundhouse Rising Jag.

•Super Jag Rush Combo (6+ Hits/Expert)



1) Jumping Deep Roundhouse. 2) Low Strong. 3) 2-in-1 into a Jaguar Rush.

STRATEGIES



Adon can be very annoying to Fireballers. All his special moves can be used to somehow dodge an incoming Fireball and retaliate. Adon combines this with good speed and excellent reach on his kicks.

Mix up different Jaguar Kicks to confuse your opponent. Use the Roundhouse Jag Kick to tick away damage, and the Short one to fake. If your opponent goes for the fake, run in and combo them. Once inside, mix up chain combos with Forward and Roundhouse Jag Kicks. The point is to attack, then use the kick to hop right back inside. Repeating this trap with varied timing can keep your opponent on the defensive and force him to make a mistake.

Also try using the Jaguar Tooth as a fake. You can do the Short Jag Kick, and make the opponent Uppercut. You will land and be able to hit them as they miss their Uppercut.

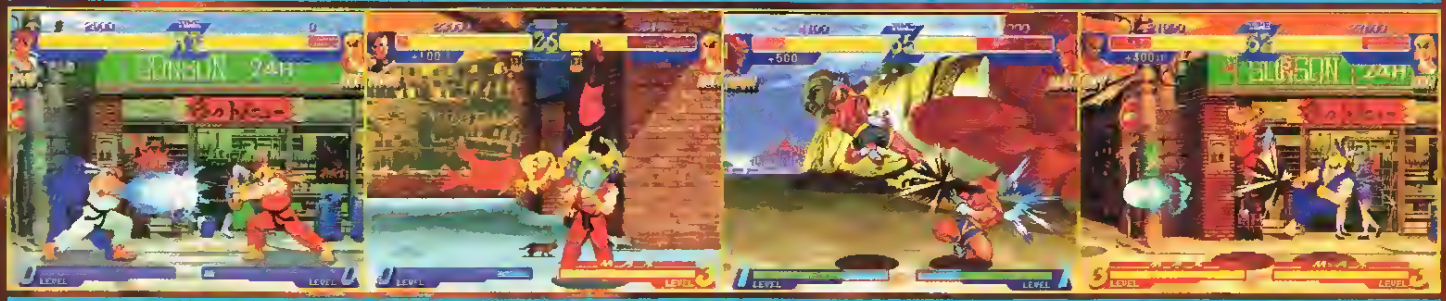
M.BISON



Bison is back, but only as a boss against certain characters. He looks much more buffed and powerful than before...he's one of the best-drawn characters in the game! His moves include all his old moves, such as the Scissor Kick, Knee Press Nightmare, and Head Stomp. He has AT LEAST three new moves: a Psycho Fireball, a Teleport, and a Super Psycho Crusher. How much you wanna bet you can play as him with a special code? And as for Akuma...we think he's in the game, but we haven't seen him yet.



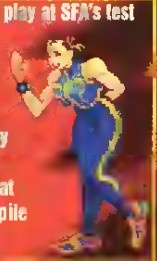




PRELIMINARY RANKING CHART

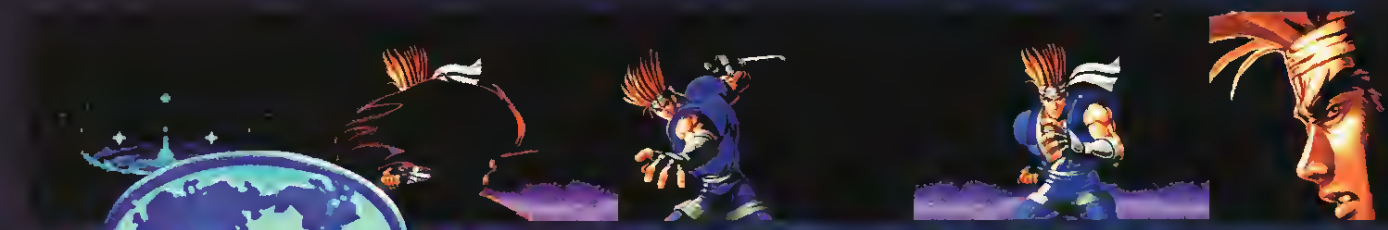
RANKING / VS.	Chun-Li	Birdie	Sagat	Ryu	Ken	Guy	Charlie	Adon	Rose	Sodom	TOTAL WINS
1. Chun-Li		5	4	5	5	4	6	6	7	7	49
1. Birdie	5		[illegible]	4	5	3	7	6	7	6	49
1. Sagat	6	4		5	6	8	4	6	4	6	49
4. Ryu	5	6	5		6	6	6	5	4	5	48
5. Ken	5	5	4	4		5	6	7	5	5	46
6. Guy	6	7	2	4	5		4	5	3	7	43
6. Charlie	4	3	6	4	4	6		7	5	4	43
8. Adon	4	4	4	5	3	5	3		7	6	41
8. Rose	3	3	6	6	5	7	5	3		3	41
8. Sodom	3	4	4	5	5	3	6	4	7		41

The above ranking chart is based on about one month of game play at SFA's test site, Golfland in Sunnyvale, CA. The above rankings are VERY preliminary because the 95%-complete chips were only recently installed (supposedly game balance is final). After a few months of release, there is a BIG chance the rankings will change, especially if people discover more effective ways to play some of the weaker new characters such as Adon and Rose. So, play the game, develop your own rankings, and send them to us at GameFan attention: Nick or Slasker. If we get enough, we'll compile the rankings and print a revised chart in a future issue!



DIFFERENT BOSS FIGHTS!





WORLD HEROES PERFECT

SNK/ADK
FIGHTING
1-2 PLAYER(S)
AVAILABLE NOW

NEO-GEO REVIEW



ADK has adopted an annoying habit of giving its games VERY misleading titles. Take for example last year's World Heroes Jet. The word "jet" made me think the game would be faster, but nooo, it was just as slow as WH 2...very disappointing. World Heroes Perfect is another misleading title; the game is light years from perfection. However, the good news is WHP is the best World Heroes so far and offers a wide range of new game play enhancements.

Looks like ADK has been listening to the critics, because many features players have begged for are included in Perfect. For starters, the game is now a true six-button fighter a la Shodown—you simply hit both punches or both kicks together for the Fierce variety. This is a MAJOR improvement! Another long-awaited addition are Super moves. The only catch is not only does your Hero meter have to be charged, but your energy bar has to be flashing red (when you only have about a third of your energy left). I wish you could do Supers anytime...but there are enhanced special moves which act as Supers that you can do without a flashing energy bar.

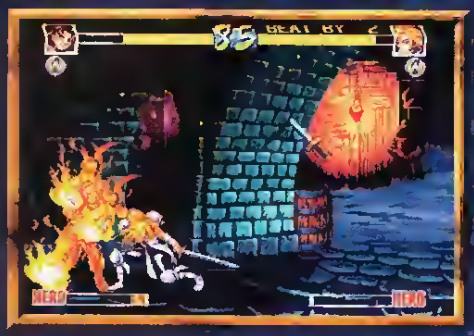
But wait, there's more...much more! Each character has an "ABC Special Attack" which can be used at any time in the fight. Each one is unique and has different results. For example, Johnny Maximum can catch projectiles, Fuuma can fake a Super move, and Dragon can catch an enemy's attack in his hand and reverse it! Some of these ABCs are very effective and cool, and some of them are pretty bland (such as the taunts which lower the Hero meter). I wish

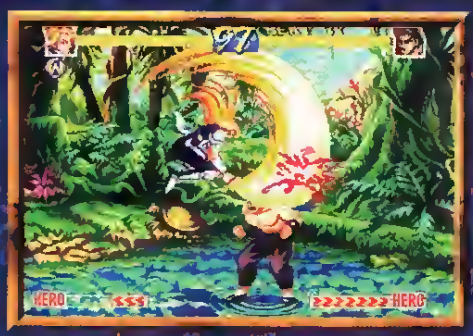








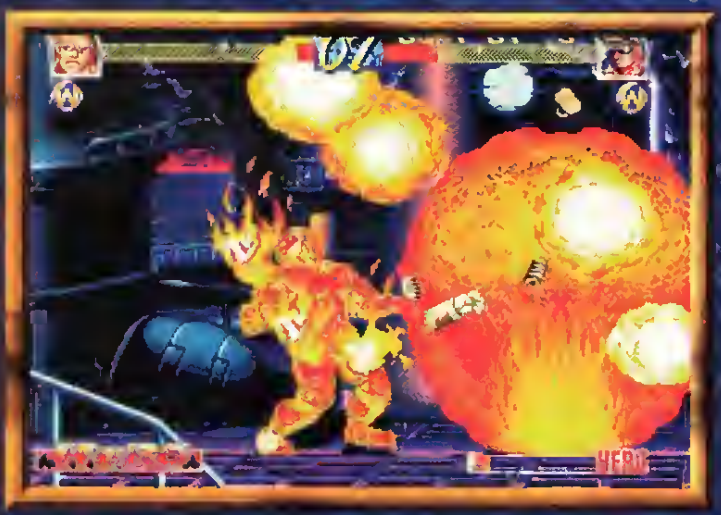








GIVE 'EM CRAZY DEATH BLOW TO PUT AN END TO THE FIGHT!



IF YOU PRESS, AB&C THE CHARACTERS SECRET ATTACK EXPLODES!





every character could do the really useful ones, such as the reversals.

Another major, innovative addition is the guard drop. Every character can drop the enemy's block, which opens them up for a combo. It's always a normal attack, but the exact button is different for every character! For example, Hanzou uses a standing Strong. This is a great new addition to the game and has only been done in one other fight game (WeaponLord).

All 16 characters are back from WHJ, plus two bosses: Zeus and NED Dio. Zeus is amazingly hard as he was before, but fortunately Neo Dio isn't quite as preposterous as Dio was in WH2. The game has some very good endings, it's worth your time.

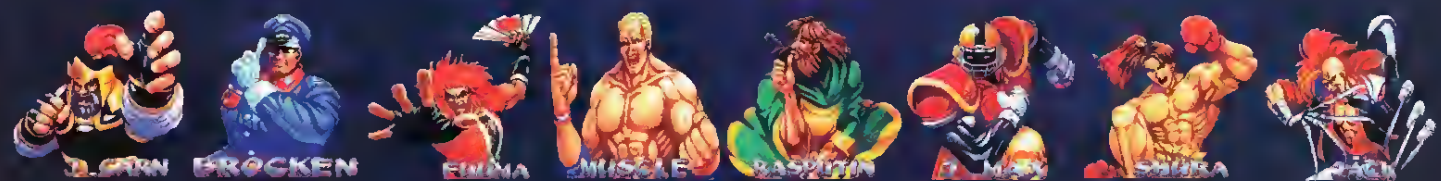
Graphically, WHP is a mix of good and just plain old. New animations were drawn for every character to accommodate the additional button attacks and Super moves, but the old animation frames are lookin' pretty outdated even by today's Geo standards. Fortunately the game has 100% new backgrounds and overall they are very impressive, with great parallax and lots o' colors.

One unexpected new feature which really helps WHP is comedy. For instance, you absolutely must see Rasputin's "Squeal Like a Pig" Super move...you will fall down on the floor, guaranteed. Let's just say he spreads the love. Also, be sure to check out the names of the moves on the marquees, they have some of the greatest (or worst) "Engrish" of all time, i.e. cheesy, poorly-translated-sounding text. Samples of it are sprinkled throughout this layout!

Overall this article sounds pretty positive so far, but here comes the less-than-perfect part. For all its game play improvements, this game still feels like, looks like, smells like, and is...World Heroes. That smell isn't completely bad, just stale. WHP is definitely an enjoyable fight game, but it just feels, well, less than the best fight games. Many of the new features seem more like gimmicks than well-developed additions. The hits don't feel as solid, the technique is not as smooth...you know, you've probably played World Heroes before.

My all-time favorite Geo fighters, in order, are: Samurai Shodown II, Fatal Fury Special, and King of Fighters '94. World Heroes Perfect has many positive new aspects, but much of this game is still trapped in 1992. I hope ADK "gives crazy death blow" to all the old code and starts fresh with the next World Heroes, I'm ready for all-new animation and sound effects.

—Slasher Quan



Nick Rox'

JAPAN NOW



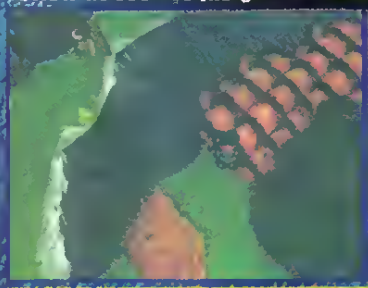
Tengai Makyo comes to the Neo•Geo

The ultra-popular series of PC Engine games is coming on full-force this year, with a total of FIVE Tengai Makyo games within one year on four platforms. Shown here is its Neo incarnation, Tengai Makyo Shinden. If the fates are kind we'll have a review next issue.



Beyond the Beyond - PS

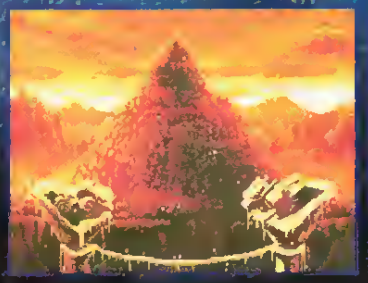
I know we showed Beyond the Beyond last month, but we received shots of the overworld which is built entirely of texture-mapped and Gouraud shaded polygons. You still walk around in a 2-D environment however, providing a Clockwork Knight-like effect. The battles are also entirely in 3-D, allowing for much joy-ridden polygonal special effects. In Beyond you play as Lynn, a young boy who befriends a small dragon named Steinor (aka Lunar) and sets off for adventure. Other party members include the warrior Samson, the wizard Edward, and a young priestess named Annie. Hey, it's Sonic Team... (Makers of the 'Shining' series of games on Genesis) so you KNOW it's gonna be amazing! BTB is on track for a fall '95 release, and we'll be here with a review as soon as the game's available.













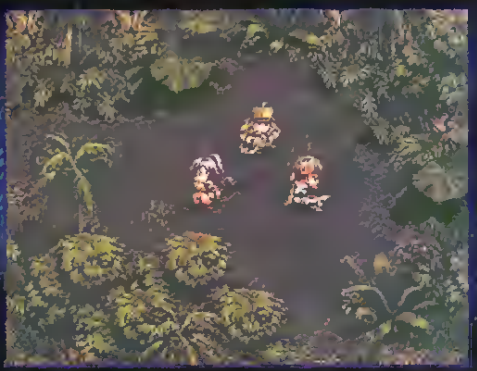




Arc the Lad - PS

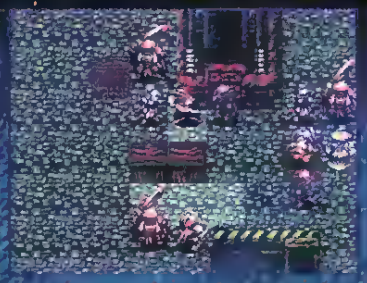
Here's a final look at the bliss that is G-Craft/Sony's Arc the Lad before we review it next month. ATL comes out in Japan on June 30th, and I predict it to become the first game to cause true 32-bit mania in Japan... after all, it is technically a game by Square, currently the most popular third party in the Land of the Rising Sun. ATL will be produced in two parts and the second volume is due out later this year. RPG fans, be sure not to miss our sure-to-be-joyous Arc review next month!

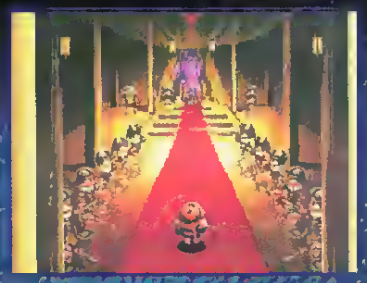
















Mansion of Innsmouth

Two new Virtual Boy titles have been announced in Japan, I'Max's Mansion of Innsmouth and Atlus' Jack Bros. Both are slated for release in late Fall. Innsmouth is a 3-D RPG with a password save, but little else is known. Jack Bros. stars a well-known character in Japan, Jack Frost from the Megami Tensei series of RPGs. This game, however, is an overhead, 5-stage action/shooting title. We'll have more on both games as information develops!



Mega Man X3

Capcom's Fall SFC lineup includes Final Fight 3, a 24-meg sequel featuring five playable characters including Cody, Haggar, Guy, and two new characters: Dean and Lucia. Mega Man X3 is... well... another Mega Man X. No enemies have been announced yet, but the game is 16-Meg and will probably utilize the Capcom Cx4 DSP chip.

Final Fight 3









JAPANESE NEXT-GEN RELEASE DATES

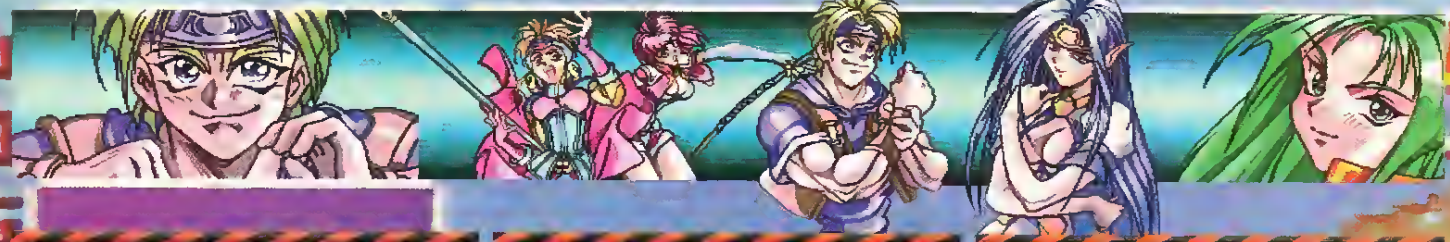
Jly. 7	Tensai Bakabon - Genaral Entertainment - Saturn	Aug. Unk.	PlayStatiion
	Darkseed - Gaga Entertainment - Saturn		King's Field II - From Software - PlayStation
	Kururin PA! - Sky Sink Systems - PlayStation		Tengai Makyo Shinden - Hudson - Nao•Geo Cart
	Poopookoopoo - Agenda - PlayStation		
Jly. 14	Virtue Fighter Remix - Sega - Saturn		Sotsugyo II Neo Generation - Riverhill Soft - Saturn
			Suiko Enbu - Data East - Saturn
Jly. 21	Riglord Sega - Sega - Saturn		Lupin III - Mizuki - Saturn
			Magic Knight Rayearth - Sega - Saturn
Jly. 28	J-League Winning Eleven - PlayStation - Konami		Blazing Tornado - Human - Saturn
	World Heroes Perfect - ADK - Neo•Geo CD		World Advanced Strategy - Sega - Saturn
	Powerful Pro Baseball '95 - Konami - Saturn		Shining Wisdom - Sega - Saturn
	Clockwork Knight Vol. 2 - Sega - Saturn		Zero Divide - Zoom - PlayStation
	D's Diner - Acclaim Japan - Saturn		Ground Stroke - SPS - PlayStation
	NightStriker - Xing - PlayStation		Golf Database '95 - Sota - PlayStation
	3x3 Eyes - Xing - PlayStation		Metamor Panic Doki Doki Yoma Hunters - Family Soft - PlayStation
	Tokimeki Memorial - Konami - PlayStation		Hyper Formetion Soccer - Human - PlayStation
	Philosoma - Sony - PlayStation		Zeitgeist - Taito - PlayStation
July Unk.	Yumimimix Remix - Game Arts - Saturn		Tangai Makyo Shinden - Hudson - Neo•Geo CD
	X JAPAN - Sega - Saturn		The King of Fighters '95 - SNK - Neo•Geo Cartridge
	Kyutenkai - TecnoSoft - Saturn		Sonic Wiings 3 - Video System - Neo•Geo Cartridge
	Nekketsu Oyako - TecnoSoft - Saturn		Metal Slug - Nasuka - Neo•Geo Cartridge
	Race Drivin' - Time Warner Interactive - Saturn		
	Twinbee Puzzle Ball - Konami - Saturn		
	Rayman - UBI Soft -		

TOP 10 JAPANESE GAMES (SALES)

1.) Sim City 2000 • SFC • Simulation • Imagineer • 5/26
2.) Greatest Nine • Saturn • Sports • Sega • 5/26
3.) Arcade Classics • SFC • Variety• Nichibutsu • 5/26
4.) Super Real Mahjong PV • Saturn• Etc. • Seta • 5/26
5.) Super Bomberman 3 • SFC • Action • Hudson • 4/28
6.) Super Nazopuyo • SFC • Puzzle • Banpresto • 5/26
7.) Tekken • PlayStatiion • Fighting • Namco • 3/31
8.) Gokujo Parodius Da!! • Saturn • Shooting • Konami • 5/19
9.) Battle Monsters • Saturn • Fightiing • Naxat • 6/2
10.) Jumping Flash! • PlayStation • Actiion • Sony • 4/28

TOP 10 MOST WANTED

1.) Virtua Fighter 2 • Saturn • Fighting • Sega • No Date
2.) Dragon Quest VI • SFC • RPG • Enix • Fall
3.) Tokimeki Memorial • PS • Chick Simulation • Konami • No Date
4.) Secret of Mana 2 • SFC • Action RPG • Square • Sept.
5.) DarkStalkers • PS • Fighting • Capcom • Summer
6.) King of Fighters '95 • Neo•Geo • Fighting • SNK • Oct.
7.) Arc the Lad • PS • RPG • Sony • June 30th
8.) Tactics Ogre • SFC • Simulation RPG • Quest • No Date
9.) Tokimeki Memorial • Sat. • Chick Simulation • Konami • No Date
10.) Gundam • PS • Shooting • Bandai • June 23rd









One of the greatest PC Engine games of all time was Right Stuff's Flash Hiders, a super-innovative CD that combined the fighting game with RPG and digital comic overtones. Sadly, with the trusty and beloved PCE's popularity rapidly waning, I thought I'd never see a Flash Hiders sequel. Surprisingly, (and happily) one has arrived... albeit on the Super Famicom. Though renamed Battle Tycoon, this 24-meg card is essentially Flash Hiders minus the story mode and Lan character. But we were bestowed with three new fighters: Rachet Vane, a sword-wielding chick, Gaston Slade, a huge cyborg and Jail Lance, the father of main character Bang. Other additions are new moves and the ability to perform guard reversals.

In Tycoon you have your choice of nine characters, (You can play as the boss by entering "←, ↓, ↘, →, ↓, ↙, ←, Y, X+A" at the title screen) each with standard SFII-style moves. Each has his or her own background. There is one boss. Pretty darn standard-sounding, eh? Actually, this package-o'-power's similarities with the typical fighter end here. In the one-player Advance Mode you work your way up from street brawls to the Mightiest Battle Tycoon tournament. Along the way, you gain experience points, raise levels, purchase different weapons or armor and can save your game at any time... all extremely cool (and rather

RIGHT STUFF • 24-MEG
FIGHTING ADVENTURE
2-PLAYER
AVAIL. NOW JPN.

FLASH HIDERS SFX:

Battle Tycoon

SFC REVIEW

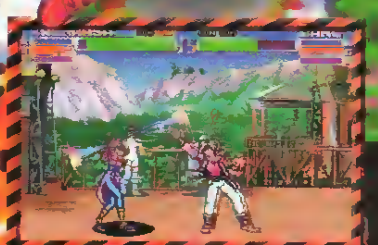














unorthodox) features for a fighting cart. After saving an ultra-powerful character in the one-player mode you can even bring him or her into the two-player VS mode for much poundage.

The actual gameplay is no less keen than the aforementioned Advance Mode. There are four buttons - two punches, two kicks. The regular array of connectable SFII-motions are present, along with NightWarriors-esque guard reversals. Additionally, each character's specials can be upgraded with the purchase of different weapons or tools. Overall, the gameplay is ultra-responsive, combo-heavy and extremely solid. The visual presentation of this title may not have enough 'wow factor' for many tastes, yet I found that the truly absorbing and just plain fun experience offered here easily dispels the decidedly 16-bit vibes of Tycoon.

The graphics and art aren't that much better than the PC Engine originals, though several more colors are used. The by-now standard fighting game effects are present, such as line-scrolling and a surprising quantity of parallax, often as much as four layers. The character animation is decent, but you must realize that I've become spoiled by the nearly smooth animation featured in recent Capcom and SNK arcade titles. All told, the art and effects get the job done. Little gloss or fancy, modern force is to be found here... but then again, Battle Tycoon doesn't need any. The most painful characteristic here is the music. It's very nondescript and run-of-the-mill. Not exactly bad, but it won't move you. Fortunately (and sadly) three of the tracks are very good, high-powered techno... why couldn't it all have been??

If you were a fan of Flesh Riders or are searching for an extremely unique, LONG fighting game experience (i.e. the first fighter you can't beat in one sitting) I highly recommend Battle Tycoon. Although much frivolity and joy is to be had in the two-player mode, this game strays from fighter tradition in that the RPG-ish one-player mode is better than the two-player. With such modern fanciness as MKIII and KI on the way, I hope that this excellent game won't go unnoticed.

OTTO HALFORD

CASTON SLADE

PLAYER SELECT

VS

DAMIAN DELIAN

SPINOZA THUNDERHEAD

SHEENA VAMPYDE

CARNASA LE BON

PACHET VANE



Welcome to another issue of Other Stuff, let's get right to it!

NINTENDO'S BULKY DRIVE

This month we start off with more info on the Ultra 64 Mini Disk/Floppy drive. The first news is that the new peripheral will be released in either December of '96 or 1st quarter '97, with a pack-in for around $120 U.S. The Dutky Drive (that's a working title) will fit under the Ultra 64 and be about the same size.

Here's some preliminary 80 specs. According to sources at Nintendo, the 80 is about 8 times faster than a CD-ROM drive. Since most Floppy games will require more than the 2 megabytes housed in the Ultra, don't be surprised if the 80 comes with an additional 2 to 4 MB of RAM. The Floppy disks will be able to hold approximately 135 megabytes on one disk. Since the 80 will use Floppy disks, all games on disk will be re-writeable. Imagine, you can save your game right onto the disk!

Nintendo has already started negotiating with companies to develop for the Bulky Drive. Square and Enix have already signed on for the new format, and hopefully members of the Dream Team (Rare, DMA etc.) will also support the 80. Look for more info on the 80 as it develops! P.S. — don't be surprised if a combination Ultra 64/Bulky Drive system appears a few months after the 80 is released.

ULTRA 64: D-DAY IS COMING

While we're on the subject of Ultra 64, here's some hot info from Japan. Sometime between December 1st and 15th of this year, the Ultra Famicom will be available in Japan for 25,000 Yen. The official UF unveiling will be on November 24, 25, and 26 in Makuhari Japan at the Shoshinkai show.

Many high-powered Ultra Famicom games will be displayed at this crucial show. The first one will be Ultra Mario Bros. (title subject to change). This long-awaited 64-meg game will be released on the same day the Ultra comes out in Japan. Sources at Square say FF 7 might be released on the same day as the Ultra in Japan, but since the game is currently only 50% complete, it could be delayed until February '98. Finally, there's Zelda. Sources at Nintendo have told me there is a very good chance that Zelda might appear around the same time as he Ultra.

Turning to the U.S., Nintendo has backed out of the Winter CES, where it had planned to unveil the American Ultra 64. Sony and Sega were not planning to attend, so Nintendo felt it would be wiser to cancel and focus all of its energies on E3 in May.

You may be wondering how you're going to check out the Ultra 64 if there's no Winter CES? Sources of Nintendo hinted that perhaps current Nintendo power subscribers would receive an Ultra 64 VHS tape (just like the DKC video) to make up for the CES cancellation. When the Ultra 64 does come out on April the pack-in game will probably be Ultra Mario Bros.

On the U64 release date there will be between 10 and 15 Ultra games available including: Killer Instinct II: Heat Shade's Final Assault, Golden Eye, Zelda, Top Gun, Mortal Kombat III (enhanced version), Red Baron, Robotech, Cruis n' USA, Turok: The Dinosaur Hunter, Doom, Monster Dunk, Final Fantasy VII, FIFA '97, Mega Men, Paradigm's Flight Simulator, and Angel Studio's outrageous driving game by Shigeru Miyamoto. One more thing: Acclaim reports they have recently purchased the rights for the Crow. Acclaim will be making The Crow exclusively for the Ultra 64.

NEW MIDWAY 3D FIGHTER

Here's some exclusive info you won't find anywhere else in the world. Williams/Bally/Midway, the creator of MK 1 - 3, has been working for the past year or so on a new 3D fighting game for the arcade. War Gods is the name of this real-time, 3D fighter which will be unveiled at this year's AMOA show in New Orleans this September. Not much is known about War Gods except that it will use the Ultra 64 hardware used in Killer Instinct and that the characters use weapons like in Samurai Shodown. War Gods will be released soon after the AMOA show.

SONY PLANS PACK-IN

The PlayStation is still on schedule for a September 9th release. The PS will come packaged with one CD containing over 10 playable demo games. The games haven't been confirmed yet but there are a few possibilities: Tekken, Ridge Racer, Mortal Kombat III, Jumping Flash, Twisted Metal, and Wipeout.

NAMCO '95 LINE-UP

There are many Namco titles headed for the PS in '95 and beyond. Tekken 2, (which will arcade release in July or August) is scheduled for home release in November. Tekken 2 features new character renderings, new bosses, and new levels. Sources have told me that Tekken 2's graphics are as good as, or superior to Sega's Virtua Fighter 2 arcade game.

Also in development is Namco's sequel to Ridge Racer 2, called Rave Racer. The game has new features like variable terrain's, changing weather, and gigantic jumps. Besides that, Rave Racer will have five or more tracks, and of course two-player network action! The release date will be 3rd or 4th quarter this year, and chances are the PlayStation and arcade version will come out simultaneously.

Other games in development by Namco for the PlayStation are Cyber Cycles, Alpine Racer, Ace Driver, Match Breakers, Dutfoxies, and a compilation disk with all of Namco's old classic arcade games like Galaga and Dig Dug, on one CD.

SF III: WHEN?

One Capcom insider told us: "The future of the company rides on it"...It could be the most important sequel of all time. Where is it? Well, we can tell you Akira "Nin Nin" Nishitani, head designer of the original SF II and Champion Edition, is definitely working on it...and it will arrive in arcades sometime in '96...and it will probably be on the all-new hardware, CPS III. Those are all the SF3 facts at this time.

THE NEO-GEO CD FINALLY COMES HOME

The Neo-Geo CD will be released in the US this Fall at a price of 399.99, including a pack in game. The pack in could be Samurai 2, but it is yet un-confirmed. Look for a wide variety of games to follow aimed at the home user. Two of these are the amazing shooter-Pulstar, and the much, much, anticipated Samurai RPG. This fantastic RPG will capture the essence of each warrior found in the fighting game. The next Neo fighter is a good, no, great one. Tengi-Makyo is coming home! The game features all of the characters from the popular series and looks amazing! You can get a glimpse at TM in Japan Now. There was no news at press time regarding Magician Lord 2, but I think it's a safe bet you'll be seeing it in the not to distant future. The American Neo-CD is double speed (the Japanese version was single) so you can look forward to less access time than you may have heard about or read elsewhere. We'll have a full report on upcoming titles, as well as some previews next month.

OUT PLAYIN' AROUND...



The day- June 17th, the event- Sega vs. Sony in a no holds barred Softball war. The action was intense as both sides busted their behinds for bragging rights, but in the end, it was Sega-24 and Sony-20. Maybe Sony experienced some slow down, or perhaps Sega tainted the Gatorade. Either way, Sony wants revenge! Afterwards at the sports pub, (where Sega probably had hidden recorders everywhere) Sega's President Tom Kalinske bought everyone drinks. Was he trying to get Steve Race sideways for a possible interrogation? Only Columbo knows for sure.



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SPECIAL FEATURE!

YOSHI'S ISLAND

PRODUCED BY SHIGERU MIYAMOTO

NINTENDO • 16 MEG/FX2 • AVAIL. OCTOBER









IT'S BABY MARIO!











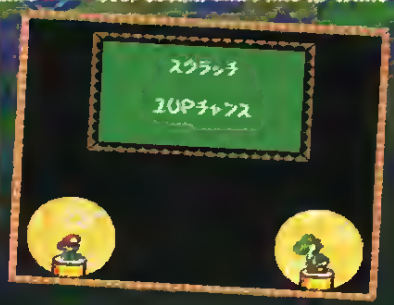
Leave it to Miyamoto to re-define the action platform genre once again. That's right. Think you've seen the best of the SNES?... think again. Although we are currently surrounded with major eye candy at every turn, there's just no substitute for good old fashioned gameplay, and Yoshi's Island is loaded with it! Even the mighty DKC gets a run for its money here, because once you flick the purple switch you are hooked!

The story takes us back to Mario's birth. That's right, when the game starts out he's just a naked little baby... with a hat. The stork accidentally drops this little bundle of joy, and guess where it lands. Right on Yoshi's head. Then and there a lifelong friendship is born as the two set out on their first quest.

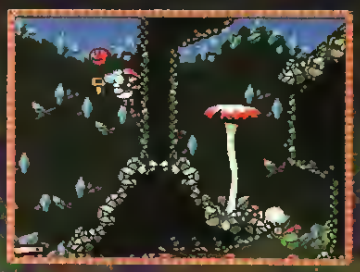
The first thing you'll notice about Yoshi's Island is the amazing artwork. The entire game has a hand drawn look to it. It's unlike any game art I've ever seen... and I like it! While we're noticing things we may as well

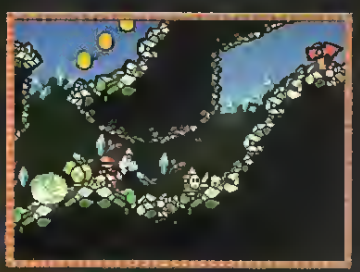


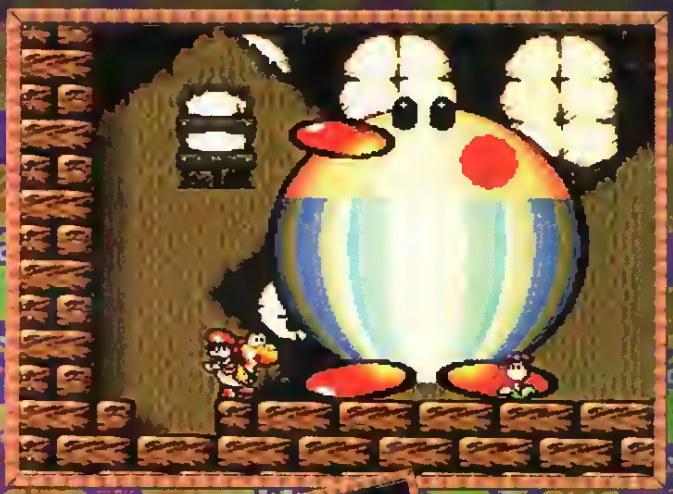
I TOLD YA! HE EATS 'EM, SWALLOWS 'EM, POOPS 'EM, THEN SHOOTS 'EM!

















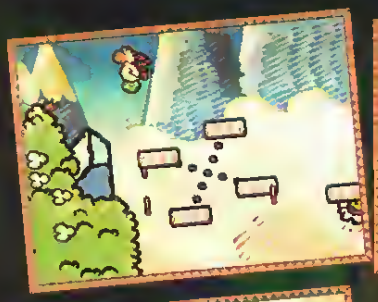

take note of the music, which is of course, superb. It's that classic Mario, except with even more energy and bassy overtones.

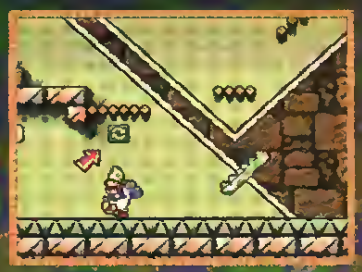
So, how does Miyamoto go about once again captivating us like fixated drones you ask? One way is surely Yoshi's classic new attack. We're all familiar with Yoshi's lashing tongue and hearty appetite. Well, Shigeru has taken advantage of these traits in a most peculiar way. Yoshi first captures and swallows his prey, and then... hn poops 'em out. He can then activate a 180 degree rotating cursor, aim, and fire thn egg at an enemy. This is how you activate hiddnn vines and such, take out larger enemies, and defeat the humongous bosses. The accompanying sonnd effects when Yoshi squirts one out had me rollin'. 8nsides this, the classic Mario bounce attack, of conrse, comes tn to play.

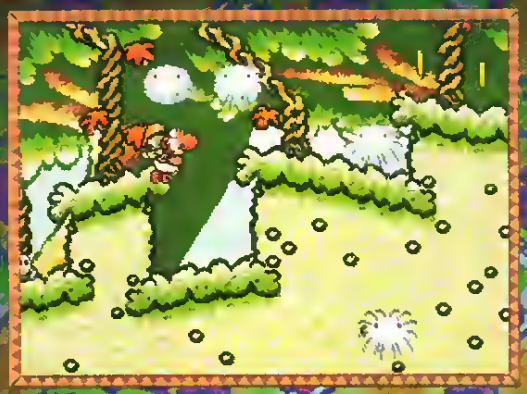
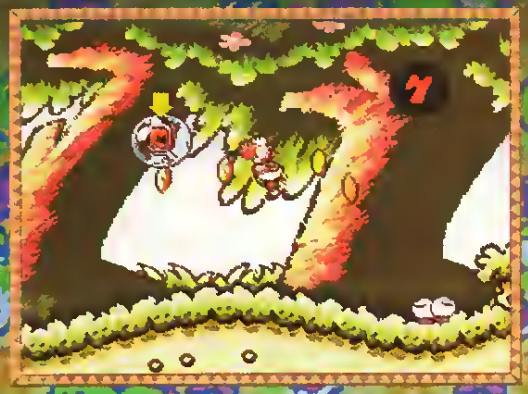
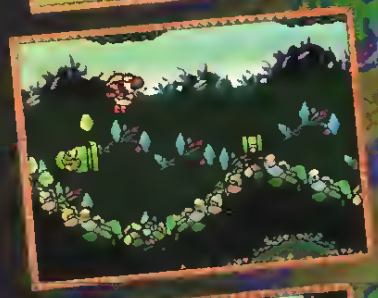
The game itself is laid out like a dream. It's packed with hidden arnas, keys to find and high places to reach for miscellannous munchies, one-ups, etc. There arn scrolls galore, lighting effects, and crystal caves that will make stop and say, SNES!





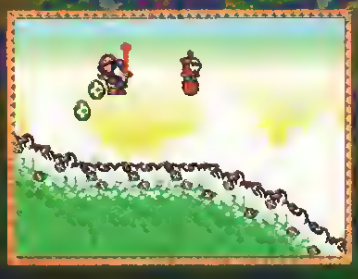



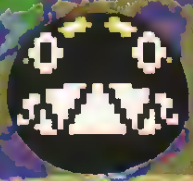











When Yoshi takes a hit, Baby Mario flies off and starts whining emphatically. For as long as you're separated a timer ticks down. If it reaches zero you lose a life. Pretty neat huh? The game is loaded with these kinds of special touches creating a new experience on every level. As I'm writing I'm thinking of so many, but I still have to review Yoshi's Island, so I'll save those for later.

In the effects department get ready for some truly amazing effects, courtesy of Nintendo's FX2. Huge doors tilt and warp in 3D, tiny background objects scale to monstrous size, and little, seemingly non-threatening enemies are transformed by rolling magic dust to massive proportions. All this in a game bigger than Mario World!

To keep that little purple 99.00 dollar SNES nice and warm, and you nice and happy, Nintendo has Killer, Diddy's Kong Quest, and now Yoshi's Island all set for release over a three month period. You won't find this game play anywhere else at any price, so enjoy! I'll see ya' soon with a big Yoshi review! - E. Storm


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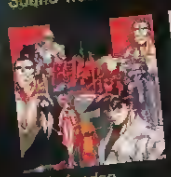
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Dear Postmeister,

I heve never written to you betore but I'm very concerned sbout my NED-GED CD (front loader). It you look et the Sturn and PlayStalion, they meke SNK look like they sre doing nothing tor my NED-CD. Do you really think that SNK will hsng with the big S'e, Segs and Sony? I hope snd pray so, becsuss I really like my NED-CD. I would like more sction-adventure games, driving gemes, stretegy games, shoolers, etc... I will be one happy gamer it t see sll ot these. So flit me in.

EDF Baltimore, MD

Dear E.D.F.,

I've got some good news tor you my triend! We recently had the U.S. PR Director trom SNK here in our ottices where they intormed us that not only will the double speed CD-RDM be evellable tor $399.99 with a peck in this tall, but also tbet there ars tarty developers working on Geo CD titles! That's not counting their in houss develoapment such es Alpbo Denshi, ADK, etc. Among these gemes are shooters, sction games, and RPGs (yes, RPGs)! Thare ere meny games currently in developmant tor the home console to stsrt getting excited about. Two ot thase, (Pulstar and The Semurai Shodown RPG) reelly hsve me excited... wbich is dangerous. Pulstar looks unbelieveble! It's like R-Type on steroids. The Semural RPG speaks tor itselt. Tha designers hsve tsken greet care in praserving the personality trslts ot each character. Can you imagine! Now thet SNK has a tocus on the home consumer we'll stort seeing a wide variety ot gaines. So, to snswer your question; yes, I do believe tbe Neo Geo can compete, and competo well. When Megician Lord 2 comes aut, The Postmeister will write his tirst review!

The Post-est with the Most-est,

First, pleeeeaass prim more letters! This is a great source of into and the section only seems to be getting smaller. Second, s barrage ot questions! Will EA be developing tor the U64? (imegine a 64bit Madden, NHL and NBA Live!) A coupla ot months ego in Other Stulf, s 32bit coprocessor chip was mentioned tor the SNES; have any gemes been announced? Will this be 32x-esque, as tar ss increasing the system's capabilities? Is ID Sottware developing tor sny ot the new plattorms? Are Descent or Heretic, or any other great PC games be ported over? When will I be able to see a Virtusl Boy first-hand? (t don't core how negetive other magszines ors about it, it sounds cool to me! And how responsible is that anyway, to trash something besed on unfinished software months betore it is even releesed?) Is Sego working on s portsble? doee onyone else hate Ateri hecsuse of the Lynx/Doorstop, lika me? And is "Lynx" now pronounced "Jeguer"? Why do game compsnies meke their Japanese end US. consoles incompetible? That sucks! Any word of an Ultra version ot Ken Grittey Jr.? You guys rule!

Andy L.
No. Hotlywood, CA

Dear Andy,

They should call you the questionmeister! OK here goes. Yes, EA is developing U64 titles. FIFA is underweay and more EA Sports games are to tollow! The CPU mentioned in Other Stuff is the SA1. This new processor is housed inside selected Game Pak's end boosts the SNES's CPU performance by 500%. The tirst geme to use it will be Square's Secret of Mena 2. It works directly with the mein CPU providing better graphics, end processing speed. Tha SNES is as slive ond kickin' es ever. Wait til' you see where it's going. I think Nintendo is going to shock everyona in the year ehead. Deecent is PlayStation and Saturn bound, but there's no word yet on a U64 version. Each multi platform game that ends up on the U64 will have teetures the others don't. So il it doee meke it, expect it to be the best version aveileble. You can see the VB first hand in July it you are willing to buy the import, otherwise you'll have to weit until August. You'll be amazed, trust me. Sega's naw portebla, Neptune, comes out in Jenuary. Why companies meks systems non compatible hae always myatiliad me. Only the the most demanding enthusieet is willing to shell out the big dough tor an import, so I can't see it hindaring sales. Those people are going to tind a way somehow, so why not just meke it eesy? Nintendo elwaye has and it's had no adverse ettects on them. It anything it helps get players through dry spells in the U.S. It also allows users to play RPGs and the like that will never come out here. Hey, tha converter people are happy! There is no sight of Ken Griffey tor the U64. And tinelly, t still play my Lynx now and then. While I don't lika the way Atari handled it, t still think it wes great herdwera. I hava no comment on the Jag. Let's just wait and see. The potential is once egein there, we all know that. Hay! I answered 'em all! Not bad eh?

Dear Post-genius,

Ars we GameFsn readers the cream ot the crop ot what? Not only ers we intelligent enough to know the best source tor intormelion, but we also write to the thinking men's forum tor intenaive video-game stimulus (or ctinically insane). Your colomn hae never failed to provide me with well-needed chuckles snd some relished wisdom no game quack could ever otter. You truly deserve a larger soap-box (no Rush Limpjaw crap, though). Lately, t've gotten the impreasion 16bit can't hang snd sll this 3-D, 32bit stuff is seriously going "expand my mind, horizons". Well, I didn't just jump on to goming at the Donkey Kong Country junctura and when t last checked, the enthusiost console I purchesed, Sega-CD wasn't a treekin' garage sale item. You guys (GameFan, that is) ere in a position to see where the industry is really heading snd shed light on the geimes that really show potentiol. I've seen proof, Batmen Returns tor Sega-CD was incredible snd no other magazine even flinched at 16bit scaling at its finest. Didn't Sega-CD perform well enough to warrant something other than those hackneyed FMV games that entertain an audience smaller than Sega's purported "RPG fans"? I see they still have a few more token offerings, AND THEY'RE STILL INSISTING OF FMV!!

Honestly, Jason Yanuzzi's letter was a combination of my dreams, rays of hope and perheps the subtiminal messege 32x advertising kindled. t'm not excited by Corpse Killer (no offense D.P.),

Fahrenheit isn't escepist tantasy enough and Scotty Pippen doesn't need to give me griet, I've got enough ot my own seeing my 16bit CD morph into a gramophone. The system's deys were limited enough lest Chrislmas, now I've waited a groin'kickin' sternity for Eternel Champions CD. Is eny Sega-Cd fsn to blame for wenting to boycott Saturn? (t know, I know, poor diluted child, administer tha Bet snti-toxin).

Postmeister, t know you've seen the Neptune up close, does it even have a CD-RDM port? It it does, cool! There's hope for the CD sfter all the 32x cartridge tever dies. Thsnks, hope your truck never gets car-jecked, they'll suffer your wrath.

Sam Torres
VA Beech, VA

Dear Sam,

Our readers ere indeed intelligent individuals. The letters t get astonish me. So much anelysis going on out there! t think 16-bit will hang in tor awhile, with the inception ot Sega's Nomad (took for the new 16-bit hand-held to receive the same support the GG has) and Nintendo's SA1 chip. The Sega CD however, is ready for its epiteph. t think it should read "here lies the Sega CD, it wes killed by FMV". Indeed Sage killed their own machine by producing geme after grainy game. Industry people must think that t meke up thia column. t know they read it but they never take it seriously. t don't get down on something (as I did on FMV games) unless a whole lot of you write in about it. t'll bet I got 1000 letters against FMV and less then 10 tor it, all trom CD users. Tha Sega CD was headed in the right direction back in the days of Batman Returns and Slipheed, but tor some reason, I guess, Sega thought mainly couch potatoes bought Sega CDs and started meking interactive sottware thet wouldn't tax thair stow retlexes. What's evan sadder is all the FMV already being dumped on tha poor 32X. Saga should worry about porting Galaxy Force, Outrunners and Power Drift. Those games would surely provide the 32X a major boost. I hope Sege hears our pleas this time and tinelly gives up on thte obviously small niche genre. Finally, the Neptune, t'm atraid, has been cancsled. At least for now. 32X sales just aren't high enough to warrant new herdware. According to you guys this is due meinly to the lack of arcade ports you expected when you bought 32Xs. In talking to Sega I teal confident that help is on the way. I'll tell you one thing, you won't see any FMV on the Saturn! Early indications show thet Saturn owners are happy campers! Terry saye thanks for the compliment. He truly is a great artist!

P.S. The guy that wrote Corpse Killer is not an in house writer. It he was t'de' mossd him by now.

Dear Postmeister,

Just sitting here listening to Dream Theater on my PC, wondering shoul our new 32 and 64bit systems. My current hardware consists ot a 3DO snd a newly acquired SEGA SATURN, the latter having some awesome tirst generation softwere!! I know by the time you read this you

will have been to E3, and currently Sega is "ramping up" to a lull blown Sept. release date, with Sony PlayStation becoming availeble Sept. 9th, and Nintendo's U64 April1996. I have several questions: First, is there any chance the PlayStation may be released before Sept.? Also, why is the U64 not going to be released for another year? The hardware is complete, but once again they are postponing, this is going to cost Nintendo big time -why?? I was also wondering if you know when the M2 will be available and how much it will cost, and is anyone working on any software for it yet?

I think dedicated gamers will own more than one next generation machine-and not any one system will dominate, software will then be available across several platforms in order for game makers to yield maximum profit. This will be good for those who can't afford more than one system.

Will Sega be able to improve their second generation of software (such as pop-up in Daytone, and lading characters in Virtua Fighters) or is the Saturn not capable of truly bringing the arcade experience home? And last (I know-I've got too many questions) will the Japanese CD's for the SATURN and PLAYSTATION work on the US versions? P.S. Try listening to Tony Macalpine, Eric Johnson or Vinnie Moore.

Jeff Baghepour
Munster, IN

Dear Jeff,

I like your viewpoint and happen to agree. I think five or more platforms can and will exist in harmony. Some people like the whole Sega thing, and some Nintendo. Each company, through marketing and original characters, creates its own persona. There are always going to be Neo Geo, and 3DO loyalists as well. And I still get a ton of Jag mail. Those systems have distinctive feels to them, especially the Neo Geo. Nothing looks like a Neo Geo game. The Neo-CD is an arcade in a box. Not many of our readers own 3 or more consoles already! Game consoles are now adult toys. All men have a little kid in 'em (except Al Gore) and now there's finally a reason to bring him out.

The PS will not come out early. September 9th is the day. And what a glorious day that will be for those who have not yet experienced its 3D powers. Motor Toon, ESPN Extreme, and Jumping Flash (to name just a few) will astound the masses! I do not agree however, about NOA. Nintendo will not feel any effects by choosing April for their U64 launch. It gives them a chance to flex their 16-bit and VB muscle, and then have more titles at U64 launch time. Take my word for it. When you see the U64 running, you will buy one. Everyone will. Mario and Zelda in SGI, oh ya' gamers can resist that. It's $250 with a pack in, come on. The M2 will also astonish. I guess the price and compatibility will be the key factors there. The M2 will most likely make it out around the same time as the U64. As for the Saturn, Sega of Japan has already developed a new operating system that helps make better use of the system's 3D capabilities. You'll see this first hand in VF2, and Virtua Cop, which looks nearly identical to the coin-op. And finally, no, unfortunately neither the U.S. Saturn or PlayStation are compatible with their import counterparts. You can bet that many an entrepreneur is working on a converter. Dream Theater truly is a great band. Check out Belly's new CD, 'King', if you get a chance.

Now it's time for this month's side notes.

Chris Clark-The PC/FX is truly a cool system that will never come to the U.S. Power is coming. We'll have it for you next month. SyBorg-I believe you misunderstood. WE did not say the Ultra's e 1990, someone at Nintendo did. His analogy was based on HIS opinion looking at all 3 side by side. Right now all we can go on is what we hear from our sources regarding the U64. We just feel by telling you guys everything and letting you sift through it, you're better served. I do admit however that our Nintendo contingent does go overboard once in awhile. They're just excited. Steve (the nose) Derby-We love the 3DO, and are their biggest supporters, (count the pages over the last yr. vs. any mag). The reason for less coverage has been fewer games, that we think warrant purchase. Next month things will start to heat up again. Nick may not fancy it, but you don't know Nick. He may as well be Japanese. Oh, the games you mentioned... please. Slayer, Thome Perk? I don't think so. Ray Martinez-Dude! How can I print that? It's a mile long, and it bags heavy on the other mags. I will give your suggestion some serious thought. F.M.E.- The Saturn RPG picture is grim, but I'm on it. We'll interview someone who can help next month. To everybody, Terry got squeezed out when Yoshi arrived but The Wall will be back next month!

Thank You Everybody! See you all next month!

Write to me or I'll run for President!

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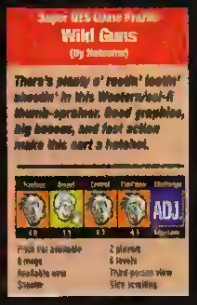
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	R				
S					

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BREAK Z	PUNCH S	SPRAY.....E	TURBO V
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Tony Amonte



Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



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Marty McSorley

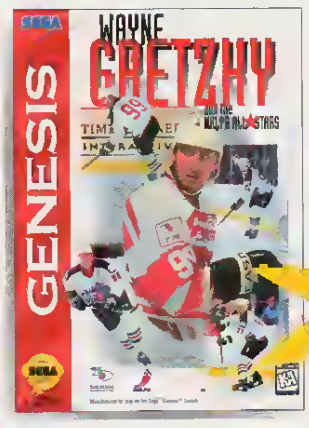
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